

John FitzGerald III
(702) 588-1138
John@JHF3.com

<http://jhf3.com/gallery/main.php>

Username: guest Password: artist

Recommendations:

Management Team, Petroglyph Games

“John is a natural leader and a visionary with an innate ability to rally the artists around him to work to their fullest potential. John has forged productive and synergetic relationships with the Design team. He did this by pushing the graphic envelope, over-promising and then somehow ‘over-delivering’; achievements that won the respect of the Lead Designer and team. The benefit of the strong relationship between Design and Art allowed for John to have more room to expand on his ideas and execute his vision of the game. Besides managing, art directing and attending dozens of meetings a week, John finds the time to passionately impact his own project with his own art. What John executes behind the scenes is as critical to the visual success as to what he accomplishes with his art direction alone. John’s models and assets are top notch and as a final result he inspires his art team to work even harder. John’s strong commitment, work ethic and passion for great games motivate his artists on a daily basis. There is a feeling amongst the artists to want to please and impress John. This is due to John’s ability to have earned and maintain the respect of each of his team members.”

Kian Ng, Senior Artist (Concept Art and Animation), Petroglyph Games

“John is a great visionary. As a Lead Concept Artist for John in 2 projects already, I am constantly inspired with his high level vision. He will follow up by managing the team well enough to make that vision a reality. The result of this is an impressive visual quality set for the game. John has worked very hard to achieve each of his success. His potential is limitless and any AAA project will benefit greatly with him as Lead!”

Joel Rivera, 3D modeler, Petroglyph Games

“Working with John on the Mytheon project was great. John worked hard and did a great job getting the artistic look to the game. He also kept a good communication between design and art teams. He did a great job managing and organizing the art team and kept us in the loop about changes and updates. He worked hard through late nights to make sure that the project meet its tight deadlines. John would give helpful and creative suggestions to the artist regarding models, levels, and anything else that was needed for the game. I would work under John again and recommend him as a capable lead.”

Artist, Petroglyph Games

“His enthusiasm and energy level when selling the idea and rallying others to get excited about also. I believe the best way to lead is by example, and John does this through his dedicated work ethic. He may expect a lot but it’s only because he is giving a lot. He doesn’t ask anything of others that he isn’t already doing himself.”

W. Randy King , Producer, Petroglyph Games

“John takes on a project and owns it with his vision and passion. He is always pushing the limits while keeping the schedule, quality, performance and memory in mind. He is self motivated and goes above and beyond without having to be asked. Working with John is always a pleasure as his team is constantly inspired and strives to maintain the high standards he sets.”

John Dombrow, Writer, Petroglyph Games

“John (aka Fitz) is one of the most ambitious individuals I've ever had the pleasure of working with. That's no exaggeration and it's not LinkedIn hyberbole. Fitz's drive is unstoppable, his imagination is inexhaustible, his taste is impeccable, and he literally will not sleep (and I do mean *literally*) until he gets the results he wants. He's a perfectionist who constantly sets the bar several notches above where you thought the notches ended. There is nothing more exciting than when Fitz takes the wraps off his latest effort and dazzles your eyeballs with his creation. He takes well-deserved pride in his work and the projects we've collaborated on together have take quantum leaps forward the moment Fitz stepped onboard. This is a guy you not only want in the trenches, you want leading the charge.”