



# Richie Romero

ART MANAGER | DIRECTOR

## KEY SKILLS

- Strategic Thinking
- Defining a clear product vision
- Identifying product priorities and roadmap planning
- Visualizations/Rapid Prototyping
- Team Collaborator
- Cat Wrangler
- Creating Fun, Positive Cultures
- Scrum/Agile/Waterfall
- Well-versed in cross-disciplinary pipelines
- Conversation facilitator
- Develop Realistic agreed-upon schedules.

## PROFILE

I am a senior product-focused art director with a technical art background at IKIN, a company that is making advancements in AI, holographic visualization, AR, and VR. With extensive experience in the creative and technical fields, I have a proven track record of leading and managing cross-functional, diverse teams, projects, and partnerships that deliver immersive, visually stunning, and engaging solutions for various domains and audiences.

IKIN - AUSTIN, TX | 2021 -2024

ART MANAGER | ART DIRECTOR

- Played a critical role with a start-up in pioneering advancements in research and development of AI technology, holographic visualization, AR, and VR to generate additional products and funding for our holographic hardware.
- Strategically built a team on both immediate and long-term business priorities, while also considering the strengths and motivations of the team.
- Worked with team members on rapid iterative, proof-of-concept prototypes.
- Collaborate and plan with cross-functional team leadership to provide the stakeholders a clearly scoped roadmap.
- Influenced key partners by setting clear expectations, developing a plan, and successfully executing it to secure additional funding.
- Collaborated with the art department on a robust art pipeline to be used for internal and external development.

## EXPERIENCE

## CONTACT



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**CUBIC - AUSTIN, TX. | 2015-2021**

**ART MANAGER | ART DIRECTOR**

- In one year, provided leadership to a team to develop 14 innovative consumer focused products, driving user satisfaction and industry recognition when presenting to the DOD and DOJ
- Built a strong and inclusive art team empowered to take ownership and accountability for various projects.
- Worked with cross-functional departments, to lead the development of 6 AI, AR/VR prototypes, improving innovative solutions for the customer's needs.
- Worked with project leadership to create and maintain the art production pipelines

**SONY ENTERTAINMENT - AUSTIN, TX. | 2009-2015**

**ART DIRECTOR | ART OUTSOURCE MANAGER**

- Led a collaborative Art Team of 125+ diverse team members on the successful launch of DC Universe, a Multi-player Online Game.
- Negotiated 3rd party contracts for product initiatives, boosting efficiency by 60% and ensuring successful launches through equitable collaboration and resource distribution.
- Collaborated with leadership to define and prioritize goals and expectations, while working with the art team to develop and execute a plan.

**Midway Games - AUSTIN, TX. | 2001-2009**

**ART DIRECTOR**

**Nintendo - Westlake Village, Ca. | 1998-2001**

**Lead Artist**

**Konami - Chicago, Il. | 1995-1998**

**Lead Artist**

EXPERIENCE

Computer Science | 3D Art

the Art Institutes

Architecture/Environment Design

California State Polytechnic University-Pomona

EDUCATION