

Tony Prohl

WHO:

Smedia Links

<https://www.facebook.com/anthony.prohl.7/>

<https://www.instagram.com/graphxyz/>

Portfolio Digital Works:

<https://www.3dgraphx.com/>

YouTube Channels:

<https://www.youtube.com/@PROHLdesign>

<https://www.youtube.com/@graphxyz328>

Tony Prohl

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www.3dgraphx.com

EXPERIENCE

CEO/Creative Director - *EtchBOT/PROHL Design*

2020-Current

CEO of 2 LLC based near Austin TX,

As Creative Director it includes the development of videos and shorts, youtube videos, video editing, audio editing, all social media posts on multiple platforms including the graphic design, 3D animation and all that is required for video content.

My other responsibilities ranged from producing, designing, marketing and content creation, for Interior/Exterior Design work as well as CNC/Laser Machine based work for clients in the Texas Area.

Designer/Owner - *Great World Games*

2012-Current

Responsible for the Creative Direction of game content and marketing for gaming products designed by me. As well as using GWG as a software developer on outside projects using real-time technology game engines such as Unity 3D.

Creative Director - *RNB Controls*

2018-2020

Responsible for the Art Direction and Website updates for RNB Industrial works as well as the start of new product developments in the creative realm using 3D/AR technologies.

Creative Director to find new uses for machine work using both CNC/Laser Engraving to bring products outside the scope of the Industrial field.

DGN Games, Austin, TX— *Creative Art*

SKILLZ

Solutions and Problem-Solving

Using Best Practices to guide products within the time, money, and platform constraints.

Always Ready to Teach and Learn

I love to motivate the staff with some of my BCD!

To Lead with Passion and Integrity

SOFTWARE

Jira, Confluence, MS Office, Google Docs, etc.

Adobe CS: Photoshop, After Effects, Flash, Lightwave 3D, Unity, 3D Max., 3D Coat. Some Knowledge of Maya, , V-Carve, Corel Draw, Substance Painter, ZBrush, Unreal, Unity 3D AR

AWARDS

Director and Designer

2015-2018

Responsible for the Art Direction of DGN products: OVS and support for Lucky Time Slots on multiple platforms. My responsibilities ranged from producing, designing, ui/ux, marketing and content creation.

It was an amazing opportunity that brought me here to Austin! DGN was a global company, and we were a small dedicated group of talented people that loved what they do! If you would like to see the work I did please search Old Vegas Slots and Lucky Time Slots your favorite app store!

WMS Gaming, Chicago, IL — *Senior Lead Art 3D*

1998-2014

As the Senior Lead Artist for "Crazy Panda" I was responsible for overseeing several 3D artists on high profile slot game art. Besides my management duties, I also contributed to many of the products from concept to completion. I wore several hats at WMS in my position: Concept, Producer, Art Director, Technical Artist, Software Manager, Visual Development, Future Think Tank, Designer, Animation, Modeling, Rendering, Compositing, and as well as training.

I led/supported several other tasks outside of Game Development during my time at WMS. From new platform development as well as supporting AR&D. My goal was always to take WMS to the next level and maintain the highest quality of products within the Industry. During my time there I worked with some very wonderful people!

Please see my recommendations for more information on my time as a leader at WMS on linkedIn.

[NiteLightStudios](#), Chicago, IL — *Co-Owner and Artist*

Freelance/Contract Work

Nite Light serves as a foundation where I can build on my creative energy and grow as an artist with my friend Burke Higgins. The first example of this is the CGI short film "The Gnat and the Lion." I have also done some freelance work for The Marketing Store and Qwest.

Freelance/Contract, Various Locations: *Designer, Artist, Animator, Marketing,*

The Gnat and Lion

Animation Short: Back in 2004 NiteLightStudios

Received several awards in Film Festivals across the world.

WMS Patents: during my time at WMS I created and help with several Industry patents and designs for gaming features and products.

Web Development

Freelance is my outlet to expand my knowledge into other areas of art. I have worked in these fields throughout my career : app development, concept product design for car accessories, military animation, as well as being a part of a software beta team for Newtek's Lightwave 3D and other products.

EDUCATION

Columbia College, Chicago — *Degree*

1994-1998

Bachelor's degree: Cinematography and Film/Video: Concentration: Computer Animation and Art

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