

# Leonard Boyarsky

## Professional Experience:

**1998 – 2005 Troika Games LLC. – CEO, Project Leader, Art Director, Designer/Writer**

### Games:

#### Vampire: Bloodlines

**Duties:** Project lead, Art Direction, Dialog writing/editing, Story/Quest Design, Texture mapping, Concept Art

#### Arcanum

**Duties:** Art Direction, Dialog writing/editing, Story/Quest Design, Scripting, Concept Art, Modeling, Animating

**1992 – 1998 Interplay Productions – Art Director, Lead Artist, Designer/Writer**

### Games:

#### Fallout 2

**Duties:** Designed overall gameplay refinements and main story arc/quests/areas/characters with Tim Cain and Jason Anderson before leaving Interplay to form Troika Games.

#### Fallout

**Duties:** Art Direction, Lead Artist, Dialog writing/editing, Quest Design, Concept Art, Modeling, Animating, Cinematics

#### Stonekeep

**Duties:** Lead Artist (2d and 3d sprites from conceptualization to implementation)

**1992 – Freelance Artist**

### Projects:

**Castles** – PC Game, End Screens

**Unnatural Selection** – PC Game, Assistant Artist

**Demons** – Book Cover

**Aversion** – 'Fit to be Tied' CD Cover

**Cadillac Tramps** – 'Cadillac Tramps' CD cover

## Education:

**1988 - 1992 Art Center College of Design** – Bachelor of Fine Arts  
Degree in Illustration, with Honors

**1983 - 1988 California State University, Fullerton** – Bachelor of Arts  
Degree in Illustration