

CV for Jeff Preston

Illustrator, Concept Artist, Character Artist for Team-Preston.

<http://team-preston.com>

My 2010 Portfolio is available in PDF format:

<http://team-preston.com/2010Portfolio.pdf>

2008 to Present

In the Spring of 2008, I created Team-Preston as an umbrella company to handle all of my artistic endeavors as well as any collaboration efforts with other artists.

This is a full-time operation.

During this period I worked on the following:

Margaret Weis Productions

Supernatural: Guide to the Hunted. (Art Direction, Illustration and Graphic Design.)

All work went through a strenuous approval process through DC Comics and Warner Brothers licensing. Every illustration was on target, first try from thumbnail images to final version.

Graphic design work in assembling marketing materials for their other game lines.

Hero Games

The Book of Dragons. (Illustrations)

Martial Arts (Illustrations)

Bestiary (Illustrations)

Atlas Games

Let's Kill CSI, (Illustrations)

Ars Magica, Tales of Mythic Europe, (Illustrations and Cartography)

Rogue Games

Colonial Gothic: The Defeated Dead- Adventure Book. (Cartography)

Thousand Suns: Transmissions From Piper- Adventure Book. (Illustrations)

Colonial Gothic Revised- Main Book. (Cartography and Illustrations)

Colonial Gothic: The Land Lord's Daughter- Adventure Book. (Cartography)

Mythmere Games

Swords and Wizardry Core Rules. (Silver Ennie Award) (Illustrations)

Swords and Wizardry Monster Book. (Illustrations)

Knockspell Magazine Issue #1 (Illustrations)

Knockspell Magazine Issue #2 (Art Direction)

Knockspell Magazine Issue #3 (Illustrations) *Forthcoming*

One Bad Egg, LLC

Shroudborn Multiclass, Dragonblood Shroudborn, (Interior and Cover Illustrations)

Gods of the Shroud, Magical Items, (Interior and Cover Illustrations)

Death Mother, (Concept Art, Interior and Cover Illustrations)

Crafty Games

Fantasy Craft, FC-20, The Darkest Hour, (Cartography)

Fantasy Craft, FC-24, The Cleansing of Dark Spur, (Cartography)

Flames Rising, Webzine.

Halloween 2008, (Illustrations for several short stories).

Several reviews (I'm a regular book reviewer on the site. I review novels for Black Library, Wizards of the Coast, Angry Robot and many other publishers)

2 Instant Adventure game supplements for DTRPG.

Game Trade Association

GTM Magazine, Inn Peril, Adventure by Matt Forbeck. (Illustrations)

Pegasus Games, Game Store.

T-Shirt Designs.

Bedrock Games

Terror Network, Main Book. (Interior and Cover Illustration) *Forthcoming*.

Terror Network, Operation Hydra- Adventure. (Interior and Cover Illustration) *Forthcoming*.

Crime Network, Main Book. (Interior and Cover Illustration) *Forthcoming*.

Crime Network, Old Country- Adventure. (Interior illustration and cartography)

Catalyst Game Labs

Ten Gangs. (Illustrations) *Forthcoming*.

(I also created the Certificates for the various tournaments for Gen Con 2008)

Miscellanea:

I was also a part of innumerable smaller projects for bit pieces, filler art, non-paid/ promotional projects as well as teaching several mini-seminars on basics of illustration, human anatomy as well as being a panelist at conventions regarding freelancers and freelancing.

2002-2008

During this period I worked as a Freelance Illustrator part-time.

Chaosium Inc. Interior Art for *Gods of Chaos* and *Gods of Law*.

Fanpro, LLC. Several images for the Shadowrun RPG as well as a regular contributor of their Webzine The Shadowrun Supplemental. (Fanpro became Catalyst Game Labs, see above.)

Hinterwelt Enterprises, interior art for adventures.

BBRACK Inc. Promised Sands Core Book.

Key 20/ Jason L. Blair, All Hallows.

Hungry Little Monsters, Famine Relief Project by Sean K. Reynolds.

Into the Storm, Hurricane Katrina Relief Project by David Wendt.

Innumerable small press/ indie spots.

Summary:

During this entire period of doing freelance illustration I have to-date never missed a deadline. I have built a solid reputation for being dependable, professional and communicative. You will notice that the people I have worked for tend to keep me on as a regular fixture for their illustration needs. I get a lot of repeat work.

Currently I am an experienced 2D illustrator and knowledgeable with Adobe Photoshop Versions 6, 7 and CS3. I also have limited experience with Adobe InDesign and Acrobat Pro.

Prior to my work as an Illustrator and Concept Artist I worked in the IT industry doing WAN/ LAN support at the Tier 2 level, Desktop Support, as well as a Software Engineer.

I have several wonderful references and recommendations on [LinkedIn.com](https://www.linkedin.com).