

JEAN-MARIE SCHEID

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ART LEAD: ART DIRECTION & OUTSOURCING

A seasoned professional with 14 years experience in leadership and art direction. Passionate about games and the people who make them.

EXPERIENCE

Turtle Rock Studios — *Senior Outsource Artist | Characters*

OCT 2025 - PRESENT

Art Direction and communication with external partners. Author creative briefs and documentation for best practices. Own tracking and ensure deliveries meet the studio's quality and technical standards.

OtherSide Entertainment — *Art Coordinator*

MAY 2024 - JULY 2025

Art Direction for internal art teams and external partners with actionable steps to improve quality and to stay on-brief.

Develop the art production schedule; track and broadcast outsourced art statuses to the rest of the team for visibility and cohesion.

Brass Lion Entertainment — *Art Manager*

OCT 2023 - MAY 2024

Established and maintained vendor relationships. Drafted and updated partner contracts with oversight from the Executive Producer and legal.

Blizzard Entertainment — *Senior II Character Art Outsourcing Supervisor*

SEPT 2022 - OCT 2023

Provided art feedback to external partners for armor, weapons & props. Reviewed vendor bids and built feedback templates for consistency. Integrated vendor art assets into the engine, and authored new art.

ArenaNet, LLC — *Art Outsourcing Lead*

MAY 2013 - SEPT 2022

Formalized and hired the Art Outsourcing team. Experienced a broad spectrum of creative disciplines from joining as an intern, rising through art, design teams and ultimately was promoted to Lead.

SKILLS

Art Direction

Visual & Written
Communication

Team Management

SOFTWARE

Office Suite

DCC Art Tools (Photoshop,
Maya, Zbrush, etc)

Unreal Engine

Jira, Trello, Miro

PROJECTS

Thick As Thieves
OtherSide Ent. - 2026.

Diablo IV
Blizzard Entertainment - 2023

Guild Wars 2: End of Dragons
ArenaNet - 2022

Guild Wars 2: Path of Fire
ArenaNet - 2017

Guild Wars 2: Heart of Thorns
ArenaNet - 2015

Guild Wars 2: Living World
ArenaNet - 2013-22

EDUCATION

Academy of Art University, San Francisco, CA

2008 - 2011

3D Modeling for Games.

Rochester Institute of Technology, Rochester, NY

2006 - 2008 (Transferred)

New Media Design.

REFERENCES

Matthew Moore, Project Art Director – OtherSide Ent.

Information available upon request.

Gannon Jaspering, Sr Worldbuilder – OtherSide Ent.

Information available upon request.

Aaron Coberly, Art Director – ArenaNet

Information available upon request.

Chuck Jackman, Art Manager – ArenaNet

Information available upon request.