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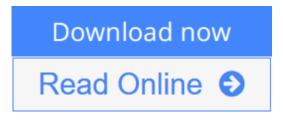
By Gavin Goulden

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Gavin Goulden is a US-based character artist currently working for Irrational Games on *BioShock Infinite*. A veteran in the games industry, he's been involved with a number of high profile projects over the years, including *Dead Rising 2*, *Dragon Age*, and *F.E.A.R.2*.

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Editorial Review

About the Author

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