

HELLO!

I'm a visual artist with over 6 years of experience in the game industry. My work embraces the fuzzy line that separates data-driven results and creativity.

EDUCATION

BFA Production Animation
DigiPen Institute of Technology
2007 - 2011

SKILLS

Photoshop
Illustrator
After Effects
Animate
In Design
3DS Max
Maya
Premiere
Powerpoint

MISC. SKILLS

Copy writing | creative writing
Free-to-play marketing strategy
Thrives working on a team
Works quickly and pivots easily
Experience with localized marketing
Visual ASO
Teaching | Curriculum development

**REFERENCES AVAILABLE
UPON REQUEST**

EXPERIENCE

Marketing Artist | May 2015 - Aug 2016
WG Cells

- Responsible for all visual marketing materials for WG Cells.
- Managed contract artists and developed style guides for marketing collateral.
- Designed video ads, static ads, site wraps, app icons, swag, and feature banners.
- Illustrated pitch decks for IP holders.

Freelance Artist | 2014 - Present
*Nova Heartbeat | Wild Tangent |
Ember Entertainment*

- Re-vamped app store marketing art for Empire Z.
- Illustrated icons, splash screen, and UI elements for Wild West Slots.
- Created art assets for the kickstarted indie game, Spirit Siege.

2D Artist | Oct 2010 - Oct 2013
Z2

- Created 2D art, animation assets, concept art, UI mockups, style manuals and marketing materials.
- Developed the art style of ShadowSlayer and unannounced titles.

Graphic Designer | 2010

Look Both Ways Foundation

- Animated characters for an online safety website.