



# DANI KRUSE

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DANIKRUSE.COM

**S U M M A R Y :** Artist with experience in game development and marketing; creating concept art, digital illustrations, storyboards, UI treatment and graphic design

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## E X P E R I E N C E

### CONCEPT ARTIST

#### **Pocket Gems · San Francisco, CA · 2016 – present**

- Advanced experience in creating concept catalogs of clothing, hair and other features for customizable avatars.
- Create character, UI and environment concepts for pre-production and R&D projects.
- Work with art directors, the narrative team, and clients to create a vision for IP projects featured in Episode.
- Partner with external artists and provide guides to produce final assets.

### SENIOR ARTIST

#### **Gaia Interactive · San Jose, CA · 2015 – 2016**

- Manage and delegate tasks between 12 contract artists. Collaborate and balance contractor scheduling with other team leads.
- Assist new artists in creating assets to fit the house style.
- Lead and manage Project Custom. Act as a guide and art director for users in helping them create their own items.
- Produce high-quality pixel art based on concepts that are available for purchase.
- Illustrate promotional art.

### CONTRACT ARTIST

#### **Gaia Interactive · San Jose, CA · 2014 – 2015**

- Concept unique character designs for customizable user avatars.
  - Produce high-quality pixel art based on concepts that are available for purchase.
  - Illustrate promotional art.
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## E D U C A T I O N

### THE ART INSTUTE OF PITTSBURGH

July 2010 – March 2013

Bachelor of Science. Game Art & Design

### THE ART INSTUTE OF YORK, PA

October 2008 – March 2010

Associate of Specialized Technology. Animation