



**Taylor Payton**

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## ABOUT ME

My primary objective is to craft compelling characters and worlds. I'm a problem-solver and a team-player - bringing energy and quality to your inbox on time. Art is the reason I get up in the morning, and you'll find that I aim for the superlatives in every project.

## SKILLS

### WORK

PHOTOSHOP



TRADITIONAL



3D



CHARACTERS



ENVIRONMENTS



### PERSONAL

COMMUNICATION



ORGANIZATION



TEAM PLAYER



CREATIVITY



SOCIAL



# TAYLOR PAYTON

## Concept Artist & Illustrator

### EXPERIENCE

(2013 – present)

#### FREELANCE ARTIST

##### TAYPAYART & POWERPAINTERS.ORG

Successful completion of client projects in a variety of visual veins. Advertising, Comics, Fantasy, Gaming, and Storyboards. Power Painters showcasing the design, branding, marketing, and sale of art education products.

(2014 - 2014)

#### ILLUSTRATOR

##### Committee Films

Conceptualized and Illustrated creatures, characters, and backgrounds for Monsters, Myths, and Legends on H2.

(2009 - 2013)

#### BACHELOR'S OF SCIENCE - MEDIA ARTS & ANIMATION

##### Art Institutes International Minnesota

Successful completion of a 2D and 3D animation program from an accredited private art school.

(2007-2009)

#### GAME DESIGNER

##### Self-Employed

Successfully conceptualized, created, and collaborated with coders to make and sell flash games.

### AWARDS

Illustrators of the Future 31 Winner

Art Institutes International Minnesota Portfolio Show - Best in Show  
2013

