

### SKILLS

- Expert in Adobe CC Suite and other digital creation software. Has been using digital creation software for 12 years and can pick up new software quickly.
- Skilled technical artist (Drawing, painting, rendering) and efficient draftswoman.
- Experienced with sculpting/ modeling in ZBrush, making UV maps in 3D Coat, and lighting in Marmoset.
- Excellent with interacting with other people, directing small teams and keeping /making plans.
- Passionate and critical of the game & animation industries; conscious of the pipeline practices for both
- Commended for ability to give critique and good feedback, both of others and self iteration.
- Practiced illustrating and writing since age 8; has applied both to make meaningful design decisions.
- Good people skills, especially in communication and education.

### EXPERIENCE

#### LEAD 2D/ 3D ARTIST

- MSquare Healthcare / I Am Dolphin 2.0
- <https://msquarehealthcare.com>
- August 2018-May 2019
- Concept Art
- Illustration
- 3d Modelling / Asset Creation
- UI / Visual Design

#### FREELANCE / CONTRACT WORK

- 2014- present
- Character Design
- Environment/ Landscape Design
- General Concept Art
- Visual/ Graphic Design
- Writing

#### INDEPENDENT GAMES AND BOOKS

- 2016- present
- Concept artist, writer, and art director
- Board and video games
- Worked on teams of 2-7 or solo

#### TEACHER ASSISTANT RESIDENCE COUNSELOR [TARC]

- MICA's Precollege program 2015/2016/2017
- Illustration and Game Design Cores and Workshops
- Digital art based demos

### ACCOMPLISHMENTS

#### LIGHT GRAY ART LAB

- 2018 | Ultimate Fantasy Exhibit

#### MICA ILLUSTRATION DEPARTMENT EXHIBITION

- Character Design Exhibition
- The Road Less Taken

#### MICA DEAN'S LIST

- Fall 2014 - Spring 2018 (GPA 3.870)

#### SCHOLARSHIPS

- Creative Vision Award
- Rett Nearburg Scholarship
- Mica Competitive Scholarship 2014/2015

#### CLUB/ STUDENT ORGANIZATION LEADERSHIP

- MICA Pokemon League | President
- Student Voice Association | Illustration Representative
- Urban Gaming Club | Moderator

### CONTACT

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### EDUCATION

#### MARYLAND INSTITUTE COLLEGE OF ART [MICA]

- 2014-2018
- BFA in Illustration and a concentration in Game Arts

#### ALBERTA COLLEGE OF ART AND DESIGN [ACAD]

- Studied one semester abroad through the ACAD Mobility program
- Visual Communication & Illustration departments

#### MENTORSHIPS

- Visual Arts Passge (2019)

### NOTABLE PROJECTS

#### WHISPERS OF TRUATRA | 2016-2018

- Lead Director; in charge of financing, event planning, and hiring.
- Acting art director and game designer, with Zac Bolubasz as the lead game designer.
- [katherinesouza.art/albums/685268](http://katherinesouza.art/albums/685268)
- [facebook.com/WhispersofTruatra](https://www.facebook.com/WhispersofTruatra)

#### I AM DOLPHIN 2.0 | 2018-2019

- Illustration, UI, concept art, game design, 3D sculpting, textures
- Therapy game for stroke victims where players move a dolphin through motion controls.
- Ongoing; soft release anticipated for June 2019

#### EVOLUTION: OCEANS | 2018-2019

- Card Art / Illustration
- Art Director : Ben Goldman
- <https://www.kickstarter.com/projects/northstargames/oceans-a-standalone-game-in-the-evolution-series>