

ILLUSTRATION EXPERIENCE

Lead Artist, Old Rambler, Pittsburgh, PA, Apr 2019 - Oct 2019 [Company Closed]

- Designed and Painted key-frame illustrations for in-game cinematics and marketing
- Worked with design team to produce thumbnails, drawings, turn-arounds and painted renders for the main character, enemies and NPCs
- Worked with design and programming teams to produce thumbnails, drawings, concepts and paintings to be used in-game as parallax background environments
- Created in-game model sprites for the main character, enemies and NPCs to be rigged and animated in Spine

Freelance Concept Artist, Remote, 2018 – Present

Rite Publishing, Various Independent Contracts

- Created drawings, designs and finalized illustrations for creatures, characters and environments at a quality ready for print and marketing using Photoshop and Clip Studio Paint
- Collaborated with various art directors to create visuals in-line with different brands and styles

Freelance Illustrator, Remote, 2018 – Present

Asmodee and Fantasy Flight Games, Light Grey Art Lab, Rite Publishing, Various Independent Contracts

- Created compelling narrative illustrations and characters for posters, cards, board games and publication using Photoshop and Clip Studio Paint, as well as vectors for 3D printing with Illustrator and Inkscape
- Prioritized multiple illustrations at the same time while under strict deadlines to ensure flawless delivery to the satisfaction of various clients for use on applications, web and print.

EDUCATION

Ringling College of Art & Design, Sarasota, FL
B.F.A. Illustration, May, 2018; GPA: 3.64
Honors Graduate and Illustration Trustee Scholar

Concept Design Academy, Pasadena, CA
Summer 2016
Intensive 10-Week Study Program
under Seasoned Professionals

Art Center Sarasota, Sarasota, FL
Spring 2016
4-Week Training in Figure Painting Techniques under
Professional Painter, Andrew Theophilopolous

Illustration Portfolio Mentorship
2017-2018
In-Depth Portfolio Mentorships under
Professional Illustrator, Sean Yang

ART SKILLS / TECHNIQUES

Advanced Proficiency: Photoshop, Clip Studio Paint and Traditional Media such as Oil, Acrylic and Ink

Working Knowledge: Illustrator, Inkscape