



# 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, building pipelines and managing contract artists.

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

### **ART DIRECTOR**

#### **Nix Hydra · Los Angeles, CA · 2018 – present**

- Create character, prop, and environment concepts for pre-production on R&D projects.
- Finalize production art for a 2D game and build scenes in Unity.
- Manage contract artists and built a pipeline to produce final assets.
- Collaborate directly with engineers and the game designer to solve both design and production problems.
- Mock UI concepts alongside UX team.

### **CONCEPT ARTIST**

#### **Pocket Gems · San Francisco, CA · 2016 – 2018**

- Advanced experience in creating concept catalogs of clothing, hair and other features for customizable avatars.
- 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 · 2014 – 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.

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## **E D U C A T I O N**

### **THE ART INSTITUTE OF PITTSBURGH**

July 2010 – March 2013

Bachelor of Science. Game Art & Design

### **THE ART INSTITUTE OF YORK, PA**

October 2008 – March 2010

Associate of Specialized Technology. Animation