

Artist with a devotion to effective artwork through versatile design solutions.

Dedicated to designing beautiful and effective art, from concept art all the way to fully-rendered art assets. Highly skilled in many design tasks which involve the proper use of color, lighting, and composition to create in-game assets. History of meeting the most demanding deadlines, communicating effectively with cross-functional teams, and finding creative solutions for all challenges.

Core competencies include:

- ✦ 2D Vector Art
- ✦ 2D Fully-Rendered Art
- ✦ 2D Character Animation
- ✦ Concept Art & Mockups
- ✦ Character Art & Design
- ✦ Background Art
- ✦ Icon Art
- ✦ Prop Art
- ✦ Sprite Art
- ✦ Layout Design
- ✦ In-Game Assets
- ✦ Flexible Art Style
- ✦ Color, Lighting, and Composition
- ✦ Art Optimization
- ✦ User Interface (UI) Art
- ✦ Art Direction

Career Highlights

Artist ✦ BUSY BEE STUDIOS, Palmdale, CA ✦ 05/2012 to Present: Contract job. Took leadership role and defined overall art direction for in-development game. Designed art assets and optimized files for use in an HTML5 game environment. Quickly solved client issues.

2D Artist ✦ METEOR GAMES, Beverly Hills, CA ✦ 03/2011 to 08/2011: Developed various in-game props, characters, and background art which enriched the gaming environment for titles "Serf Wars" and "Neopets: Treasure Keepers." Adapted art style to produce engaging, dynamic art assets that were optimized for efficiency. Worked and thrived in a multi-department team environment.

Environmental and UI Artist ✦ INTRINSIC GAMES, Los Angeles, CA ✦ 09/2010 to 04/2011: Collaborated in a team environment to produce artwork for titles "Amoebattle" and "Penguin Patrol" for the Nintendo DSi platform. Designed and optimized props and environmental art that worked well for the specific needs of the Nintendo DSi gaming environment. Created several concept art initiatives for a number of Nintendo 3DS game pitch ideas.

Production Intern ✦ FILM ROMAN, Burbank, CA ✦ 06/2010 to 12/2010: Served as a key liaison for coordinators, assistant producers, managers and other production personnel for the popular TV show, "The Simpsons."

Freelance Artist ✦ MARISSA KAO DESIGN, Irvine, CA ✦ 07/2008 to Present: Produced, marketed, and sold fully-rendered artwork to freelance clients and for art markets across the US and beyond.

Technical Summary

Adobe Creative Suite (Illustrator, Photoshop, Flash), Corel Painter, Autodesk Maya, Google SketchUp

Education

Bachelor of Arts in Illustration ✦ CALIFORNIA STATE UNIVERSITY, Fullerton, CA

2006 to 2011