

## SUMMARY

Disciplined and results-oriented digital artist seeking concept art/visual development roles in the entertainment industry. Fluent in digital painting softwares. Capable of producing stylized world and character explorations. Passionate, adaptable, and highly-collaborative with clients and fellow artists.

## EXPERIENCE

### Multiple Projects | 2017 - Present Freelance Artist

- Commission and Contract creation of characters, creatures, props, environments, and reference sheets for assets.
- Exploring design ideas for assets through thumbnail drawings and rough sketches and refining them for design clarity.

### Nekomi Brand | Jan. 2021- Present Contract Illustrator

- Drafting and illustrating seasonal designs for Nekomi brand apparel and merchandise.
- Communicating with Nekomi marketing team for design revisions, layouts, or product printing adjustments.

### Keystone Digital | June 2022- Present Production Artist

- Created storyboards, based on directors' scripts, notes, and ideas.
- Illustrated thumbnails to develop videos' tone and style.
- Designed preproduction mockups of sets, costumes, and production assets.

### Finehelm Studios | May 2019- June 2020 Lead Illustrator

- Worked on studios' unreleased title IP/TRPG. Collaborated with Creative Director to execute their vision and develop the art style.
- Designed primary character concepts, props, weapons, and level backgrounds.
- Communicated game's style to art team.

## PROGRAMS

PAINT TOOL SAI  
PHOTOSHOP

## TECHNICAL SKILLS

CONCEPT ART  
VISUAL DEVELOPMENT  
CHARACTER DESIGN  
ENVIRONMENT DESIGN  
COLOR THEORY  
PROPS & WEAPONS

## PROFESSIONAL SKILLS

COLLABORATION  
CLIENT MANAGEMENT  
EFFECTIVE COMMUNICATION  
PROBLEM-SOLVING  
ADAPTABILITY