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SHIPPED TITLES

BATMAN: ARKHAM
SHADOW

Games Awards Best
VR/AR Game of the
Year 2024

IRON MAN VR
FOR META QUEST 2

ARASHI: CASTLES OF
SIN

PSVR Without
Parole Best Visuals
2021 Nominee

GIZMOIDZ

DOROTHY OF OZ
VIRTUAL WORLD

SKILLS

- » Illustration
- » Concept Design
- » Graphic Design
- » Production Art
- » 3D Modeling/
Sculpting
- » Texturing
- » Lighting
- » Web Design
- » Sewing/Pattern
Drafting

SOFTWARE

- » Photoshop
- » Substance Suite
- » Unity
- » 3DsMax/Blender
- » ZBrush
- » Illustrator
- » After Effects
- » Dreamweaver
- » Perforce
- » JIRA

EDUCATION

- DIGIPEN INSTITUTE OF
TECHNOLOGY
- » BFA in Production
Animation

FREELANCE/CONTRACT ILLUSTRATOR COVE OF MADNESS (SELF)

SEP. 2015-PRESENT

CLIENTS: Knott's Berry Farm, Mousetrappe/Arc Thematic

- » Collaborated with Clients to Bring their Visions to Life- Including Storyboards for Themed Entertainment, Promotional Posters, Logos, and Character Designs and Illustrations.

WORLD ART LEAD ENDEAVOR ONE

JAN. 2020-MAR. 2025

PROJECTS: 'Batman: Arkham Shadow' (2024), 'Iron Man VR' (2022), 'Arashi: Castles of Sin' (2021)

- » Collaborated with Design to bring Greybox Levels to Final Art Pass
- » Optimized and Maintained Performance in 50+ Gameplay Environments, Utilizing In-House Occlusion, Scene Loading, and Atlasing Systems
- » Lit Game Environments, Balancing Gameplay Clarity, Aesthetic Appeal, and Performance
- » Spearheaded Development of Level Construction Kit for Use by Design Team to Quickly Greybox Levels while Maintaining Key Gameplay Metrics
- » Modeled, Textured, and Optimized 100+ Environment Assets in PBR Pipeline- From Photogrammetry Data and From Scratch
- » Established Organization and File Structure within Unity Project for Art Assets
- » Sketched and Rendered Prop, Environment, and Character Concept Art in Production and for Pitch Decks

CONCEPT/BG ARTIST/COLORIST STELA@BREAKOUTBIT

OCT. 2018-AUG. 2019

PROJECTS: 'Lumi White', 'Alyan and the Lamp', 'Rumple and the Two Queens', 'Perfect Timing', 'Persephone & Hades'

- » Iterated with Creative Team Feedback to Design World, Characters, and Creatures for Graphic/Illustrated Novels
- » Sketched Layouts and Painted Final Backgrounds based on Storyboards for Graphic/Illustrated Novels
- » Shaded and Integrated Character Art into the Environment to Create Depth and Mood
- » Modeled Environment and Prop Elements in 3DS Max and Exported to Marmoset Toolbag/Viewer to Aid Speedier Production Times

ARTIST/DESIGNER SMITH-WESTERN CO.

APR. 2016-SEP. 2018

CLIENTS: Winchester Mystery House, The Space Needle, Aramark, Delaware North, Xanterra, MGM Resorts, Caesars Resorts, and more.

- » Designed Best-Selling Art Concepts for Souvenir Products – Including Drinkware, Tote-bags, and Resin and Plush Figures
- » Collaborated with Clients to Develop Custom Product Lines
- » Prepared Artwork for Production- Including Turnarounds, Artwork Wraps at Appropriate Resolution, and PMS Callouts
- » Maintained Branding and Copyright Requirements of Individual Clients

GENERAL/CONCEPT ARTIST STAR TEAM LLC. ART INTERN

OCT. 2012-OCT. 2014
JUN. 2012-SEP. 2012

PROJECTS: 'Gizmoidz' Tower Defense Game on IOS, 'Star Guardians' Animated Pilot, 'Star Guardians' Virtual World, 'Dorothy of Oz' Virtual World

- » Headed the Design, Creation, and Animation of every "Gizmoid" in addition to many of the Enemy Units and Multiple Projectile FX animations
- » Completed over 45 minutes of Character, Atmospheric, and Special Effects Animations for Game Cutscenes
- » Modeled and Textured Dozens of Game Props, Vehicles, and Avatar Accessories
- » Responsible for the Design- from Sketch to Final- of Many and Various Environments and Props for use in an Animated Television Show
- » Go-To Teammate for Polished, Fun, and Engaging Illustrations