

EXPERIENCE**Independent Artist & Graphic Designer** – 2015 - Present

- Creates illustrations, animations, and concept art for video games, board games, books, and much more.
- Designs logos and graphics for a variety of clients worldwide, creating new styles and matching pre-existing styles to match different artistic needs.
- Manages online business and consistently communicates with clients to bring their artistic visions to life.

Blueprint Test Prep. LLC – Animator, Illustrator, Video Editor 2018 - 19

- Animated, illustrated for, and edited “edutainment” videos for law and medical school entrance exams. Was the go-to for character art and design.
- Collaborated with my team to develop new animation techniques.

RT Creative Group – Graphic Artist & Designer 2013 - 16

- Designed graphic art and typography for websites via client requests.
- Illustrated and designed banners for print.
- Corresponded daily with clients to personalize their designs, ensuring satisfaction.

PROJECTS**“Beautiful Monsters” Card Game – Illustrator, Designer** 2021 - 22

- Ideated and designed gameplay system for fully-printed card game.
- Designed and illustrated characters, props, assets, and backgrounds.

“Dragon Cabby” Video Game – Visual Development, Animation 2021 - 22

- Collaborated with a small team to develop concept and create all assets.
- Designed, illustrated, and animated characters, objects, and backgrounds.

“Alix’s Cooky Booky” Printed Book – Illustrator, Writer 2021

- Self-published cook book with illustrated food and characters.

“Catching Stars” Video Game – Visual Development, Animation 2020

- Developed concept of the game and created all assets.
- Designed and illustrated characters, props, assets, and backgrounds.

“The Bug Zone” Video Game – Visual Development, Animation 2020

- Developed concept of the game and created all assets.
- Designed and illustrated characters, props, assets, and backgrounds.

“A Frog’s Tale” Video Game – Visual Development, Concept Art 2018

- Created main character concept art and oversaw visual development for fully-funded game on Kickstarter.

“Fantasizers” Short Film – Animatic Artist, Editor 2013

- Illustrated and edited animatic to represent the story told onscreen.

SKILLS

- **Technical:** Adobe Creative Suite (Photoshop, Illustrator, Premiere, After Effects), Procreate, Clip Studio Paint, Final Cut Pro X, Microsoft Office, Apple iWork, Slack, Digital Tablets
- **Personal:** Leadership, teamwork, positive attitude, communication, quick learning, self-motivation, time management, meeting deadlines, working under pressure, multitasking, organization

EDUCATION

Collin College – Program of Arts Plano, TX