

## PROFILE

A driven visual development artist graduate with a passion for creating creative concepts for video games and animation. Skilled at collaboration and team-based projects, providing fresh ideas as well as helpful feedback. Experienced in working in the game development pipeline, participating in game jams monthly and having published 5 games with her name accredited.

## SKILLS

- Visual Development
- Game Art
- Digital Illustration
- Creative conceptualing and ideation
- Conflict resolution
- Empathy

## SOFTWARE

- Clip Studio Paint
- Adobe Creative Suite
- ToonBoom Harmony
- Microsoft Office Suite

## EDUCATION

### **Bachelors of Visual Communication**

Major in illustration for entertainment

Minor in concept design for video games and animation

Savannah College of Art and Design

Sept. 2022 - May 2026

## AWARDS/ACTIVITIES

- Adobe Certified Professional in Visual Design
- Dean's List | 2022 - Current
- President of SCAD Anime Club | May 2022 - Current

## EXPERIENCE

### **Asset Artist**

Order of the Undead | Remote | Sept. 2025

- Entry for the Spooktober 7th Annual Visual Novel Jam on Itch.io, placed 45th out of 247 entries.
- Created original food, drink, and ingredient assets to be used in minigame.
- Illustrated the thumbnail logo seen on the game's Itch.io profile.

### **Character Concept Artist, In-Game Sprite Artist**

**Starry Knight | Remote | Sept. 2025 - Dec. 2025**

- Entry for the 2025 Yuri Game Jam on Itch.io.
- Designed the 5 main characters for the game, including armor sets for the knights.
- Created the characters' in-game sprites, including unique expressions for each character.

### **Background Artist**

**Errant Knight | Remote | Sept. 2025 - Dec. 2025**

- Entry for the 2025 Yuri Game Jam on Itch.io.
- Digitally painted 6 unique backgrounds, utilizing techniques such as photobashing.
- Worked alongside a small team to bring the game to life while also balancing other projects.

### **Visual Development Artist, Background Artist**

**Meat Manor | Team T | Savannah, GA | Jan. 2026 - Feb. 2026**

- Entry for the 2026 Global Game Jam at the Savannah College of Art and Design.
- Designed a game in 72 hours alongside 10 other students.
- Helped generate ideas for the game following the set Jam prompt.
- Illustrated 2-D sidescroller backgrounds to be implemented in game.

### **Background Artist**

**Salvation | Remote | Jan. 2026 - Feb. 2026**

- Entry for the 2026 Shoujosei Jam on Itch.io.
- Created 4 custom backgrounds in 4K quality to be used in-game.