



+1 412 980 0007
Andiharperillustration@outlook.com
Andiharperillustration.com
Pittsburgh, PA

PROFILE

A dedicated visual development artist with a strong passion for conceptualizing innovative ideas for video games and animation. Highly skilled in collaborative, team-oriented environments, consistently contributing fresh perspectives and constructive feedback. Experienced in all aspects of the game development pipeline, adept at meeting tight deadlines and incorporating critiques to enhance project outcomes.

SKILLS

- Visual Development
- Game Art
- Digital illustration
- Creative concepting 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
Magna Cum Laude
Savannah College of Art and Design
Sept. 2022 - May 2026

AWARDS/ACTIVITES

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

EXPERIENCE

Teaching Assistant Intern

Artissima Studio | Pittsburgh, PA | Jun. 2026 - Aug. 2026

- Taught art camps to children ranging from ages 4 to 10, each camp with its own unique themes and artistic mediums.
- Prepared each activity and materials needed for the students
- Helped students as needed to complete their projects, encouraging creativity and outside-of-the-box thinking

Clean-up Animator

Beyond the Line | Remote | Jan. 2026 - Apr. 2026

- Created for the Shorts Program for the ArtCenter College of Design.
- Cleaned up animation for the short film, taking sketches to linework for the colorists.

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

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.

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.

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.