

# BRANN LIVESAY

Concept Artist & Illustrator || [briannadraws@gmail.com](mailto:briannadraws@gmail.com)

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## PORTFOLIO

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[milkyaway.com](http://milkyaway.com)

## SOFTWARE

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Photoshop  
Illustrator  
Zbrush  
Autodesk Maya  
Substance Painter  
Blender  
Unity  
Aseprite

## SKILLS

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Character & Prop Design  
Environment Design  
3D Modeling  
Texture Maps  
Marketing Illustration  
Pixel Art  
Storyboards  
Vector Art  
2D Animation  
Art Direction  
Scrum Framework

## EDUCATION

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Bachelor of Arts: Illustration  
Pratt Institute  
Graduated May 2015  
3.85 GPA

## SUMMARY

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Passionate, creative, and versatile illustrator with over two years of industry experience. Excellent with 2D ideation and rendering and also skilled with 3D and vector. Intrinsically motivated and always excited to bring stylish new art to the next hit media experience.

## EXPERIENCE

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### Freelance Artist

*November 2018- Present* || Directly communicates with clients such as art directors, software developers, and professional streamers to meet art-based needs for a variety of projects. Personal projects include concept art for game development and collaborating with manufacturers to produce original art products for Artist Alleys at conventions.

### Game Artist at Genius Plaza

*June 2017- August 2018* || Created concept art, 3D models, sprites, and animations for educational games. Development team ranged from 3 to 9 people, some of whom were remote. Lead art direction on several projects.

### Lead Artist on Bedlamball

*2016 - 2018* || Independently developed game published on Steam. Team of only two people, myself and the developer. Was chosen to via jury to table at PAX East Rising 2018, Otakon 2017, MagFest 2017.

### Freelance Content Curator + Designer at Toca Boca (Toca TV)

*February 2016- April 2017* || Managed outreach to creators and acquisition of original content for new subscription-video-on-demand app. Worked with design team to create on-brand thumbnails.

### Design Instructor at The Pixel Academy

*August 2015- Ongoing Freelance* || Instructed students (ages 5-13) in various digital art software. Designed promotional materials for the business as part of a team.

### Intern at Frederator (Frederator Books)

*Summer 2014* || Worked with a team to schedule and create marketing illustrations, gifs, and videos of Frederator's trademarked characters for their social media pages.

*References available upon request*