



DANI KRUSE

(607) 768 6832 · DANIKRUSEART@GMAIL.COM

DANIKRUSE.COM

S U M M A R Y : Artist with experience in game development; creating concept art, building pipelines, and managing contract artists.

EXPERIENCE

ART DIRECTOR

Nix Hydra · Los Angeles, CA · 2018 – present

- Manage contract artists and build pipelines for feedback and producing final in-game assets.
- Communicate with writers to scope out the art requirements of our visual novels.
- Mentor artists to help them achieve their career goals.
- Collaborate directly with engineers, the game designer and the executive producer to solve design and production problems.
- Create character, prop, and environment concepts.
- Finalize production art for 2D games and build scenes in Unity.
- Mock UI concepts alongside UX team.

CONCEPT ARTIST

Pocket Gems · San Francisco, CA · 2016 – 2018

- Advanced experience in creating concept catalogs of clothing, hair and other features for customizable avatars.
- Work with art directors, the narrative team, and clients to create a vision for IP projects featured in Episode.
- Partner with external artists and provide guides to produce final assets.

SENIOR ARTIST

Gaia Interactive · San Jose, CA · 2014 – 2016

- Manage and delegate tasks between contract artists. Collaborate and balance contractor scheduling with other team leads.
- Assist new artists in creating assets to fit the house style.
- Lead and manage Project Custom. Act as a guide and art director for users in helping them create their own items.
- Produce high-quality pixel art based on concepts that are available for purchase.

EDUCATION

THE ART INSTITUTE OF PITTSBURGH

July 2010 – March 2013

Bachelor of Science. Game Art & Design

THE ART INSTITUTE OF YORK, PA

October 2008 – March 2010

Associate of Specialized Technology. Animation