

# Mary Safro

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## Summary

Versatile concept artist and illustrator with a knowledge of 3D modelling.  
Experience working in AAA and indie studios.

## Experience



### Freelance Illustrator

Self-employed

Jan 2017 - Present (4 years 8 months +)

Illustration, comic art and 2D graphics.



### 2D Artist

Streakfit

Feb 2021 - Aug 2021 (7 months)

Concept art, UI art and texturing for mobile games



### Illustrator

Room 17 Games

Mar 2018 - Sep 2018 (7 months)

Art for the Miremarsh boardgame.



### Character Artist

Creative Assembly

Oct 2012 - Jan 2017 (4 years 4 months)



### Junior Character Artist

Lockwood Publishing Ltd

Aug 2012 - Oct 2012 (3 months)

Modelling and texturing character components.



### Intern Artist

Lockwood Publishing Ltd

May 2012 - Jul 2012 (3 months)

Modelling and texturing 3D assets, learning PS Home engine.



### Artist

Wyse Games

Jun 2010 - Sep 2010 (4 months)

2D graphics and character designs, Flash animation.

## Education



### **De Montfort University**

BA Game Art & Design, 3D and 2D art, game production

2009 - 2012

## Skills

Texturing • 3D Studio Max • Photoshop • Zbrush • Digital Painting • Video Games • Concept Design • Substance Painter • Illustration • Comic Art