

Visual Developer

Background Artist

Animator

EDUCATION

California State University, Long Beach BACHELOR'S IN FINE ARTS, ILLUSTRATION AUGUST 2018 - DECEMBER 2020

EXPERIENCEFREELANCE ARTIST

DECEMBER 2022 - present

ELARA - Background Artist & Animator

MAY 2023 - DECEMBER 2023

I lead the creation of visuals for an online coding video game called Elara under the supervision of the creator of the game, Alex Browne. I developed the background for a main menu screen, and animation for cutscenes of the game. I used a variety of programs such as Procreate, Blender, Photoshop and After Effects to create the project.

NDA - Animator

MARCH 2023 - MAY 2023 Subject to NDA, no further details available.

RIVERSIDE CITY COLLEGE QUAD ART GALLERY -

Gallery Attendant

AUGUST 2017 - JUNE 2018

Assisting in the transportation antd installation of artist's work, maintaining professional contact with guest artists, overseeing exhibition during curator's absence, management in gallery social media, training of volunteers and graphic design work for the gallery.

PUBLICATIONS

COMPENDIUM OF PARTEMSIAN WILDLIFE, SEPTEMBER 2021

I illustrated and wrote a non-narrative picture book about fantasy creatures in a country that I made up using watercolor and gouache with some digital enhancements.

SKILLS

Adobe Photoshop
Adobe After Effects
Adobe Animate
Adobe Lightroom
Adobe Premier
Adobe InDesign
Adobe Illustrator
Procreate
Blender
Heavypaint
Nomad Sculpt
SketchUp



3D Modeling 2D Animation Motion Graphics Illustration

REFERENCES

Alex Browne, Game Creator, ELARA stephenalexbrown@gmail.com

Jeff Soto, *Professor*, Riverside City College Jeff.soto@rcc.edu

Layne Harris, Reference 951-505-6281

