

Katelyn Malmsten

Email: Katelyn.Malmsten@gmail.com

Portfolio: www.kmalmsten.com

Objective:

Highly motivated concept artist looking for work in game development

Skills

Art:

- Photoshop
- Concept Design
- Illustration
- Foundational sketching and drawing skills
- UI design
- Basic texturing
- Basic knowledge of Maya

General:

- Basic knowledge of HTML and Java
- Time management
- Team player
- Quick learner
- Works well with art direction
- Passionate about games

Education

The Art Department, 2011 – December 2013

- Major: 2D Entertainment Design
- Focus was on concept art with classes in additional topics such as industrial design, UI design, storyboarding, animation and illustration

University of Washington, B.A of Fine Arts: Drawing and Painting, 2007 – 2011

- Designed a game outline and exhibited concept and promotional illustration work as capstone project in group show at the Rome Center, 2010
- On Dean's list for 5 consecutive quarters

Experience

Character Concept Artist

Lich Labs, January 2013 – November 2013

- Created character designs and 2D promotional assets for Children of the Void, an indie RPG
- Participated in construction of the Game Design Document, and game design meetings

Lead Concept Artist

Smubo Entertainment, March 2011 – October 2011

- Provided concept art for unpublished fantasy RPG, including characters, creatures, architectural and environmental designs
- Participated in game design meetings and had a large role in defining the visual style for the game
- Managed other artists, both 2D and 3D