

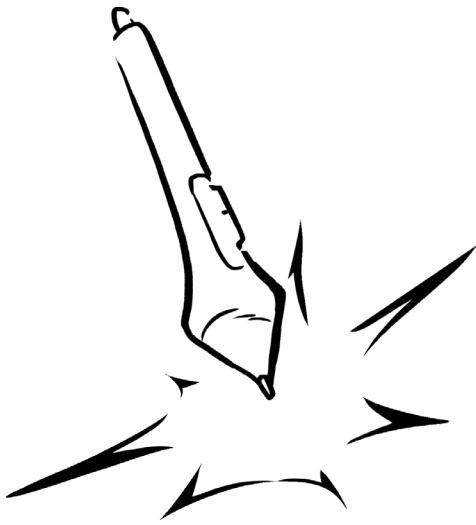
JESSICALYNN WARREN

Concept Artist | Designer

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As an inquisitive and versatile artist with a deep passion for video games, I strive to transcend traditional boundaries and bring the joy of gaming to new horizons. With a wide breadth of skills encompassing art, design, and innovative thinking, I am driven to create immersive and cutting-edge experiences that captivate audiences and push the boundaries of artistic expression in the gaming industry.

Softwares:

Photoshop | Illustrator | InDesign | Procreate | Unity | Favro | Miro | Google Suite | Excel | Slack | Unreal Engine | 3D Modeling & Sculpting : Blender | Maya | Digital Sculpting, Pixologic : ZBrush

Soft Skills:

Brainstorming, Teamwork, Problem Solving, Interpersonal communication, Critique, Research, Marketing, Copywriting, Time management.

Game Dev Generalist, Wildseed Games, Remote (2023)

Contributed to art, game design, playtesting, QA, systems design, UI/UX, narrative, FX design, level layout, and UE5. Collaborated with cross-functional teams for engaging gameplay experiences. Used version control software.

Concept Artist, Wildseed Games, Remote (2021-2023)

Created character and environment art for a AAA studio. Executed iterative look development and keyframe illustrations. Incorporated innovative and stylized 3D art.

Art Team Lead, ArtForge Games; Remote (2020-2021)

Managed a remote team of 10+ artists. Provided creative direction, paint-overs, video feedback, and critique. Contributed to level design and 3D blockouts.

Freelance Artist, Los Angeles (2018-2021)

Produced concept art and illustrations for entertainment media. Managed preproduction, provided creative direction, and collaborated on visual design.

Graphic Designer, kW Mission Critical Engineering; Troy, NY (2015-2020)

Created print-quality posters and promotional materials. Curated creative projects for high-profile clients.

Game Artist Intern, Lottery Rewards Co.; Troy, NY (Summer 2017)

Rendered 2D game assets, contributed to UX monetization and UI design, and created social media advertisements. Performed QA testing.

Marketing Intern, Gramercy Communications; Troy, NY (Summer 2016)

Designed advertisements and promotional materials. Managed PR, marketing strategy, commercial video editing, and social media ads.

Education

Bachelor of Fine Arts in Studio Arts, School of the Art Institute of Chicago (SAIC)

Additional Education non-degree courses in digital media, Gnomon 2020-21