

Karlen T

Freelance Visual Development and Game Artist

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Artbykarlen.com

EXPERIENCE

ThunderLotus Games, Montreal — 2D Artist

November 2020 - PRESENT

Concept art, color keys and environment game assets, asset integration

Ascend Learning, New York— 3D Generalist

November 2019 - PRESENT

Concept art, environment layout and design, character modeling, rigging and animation, R&D

Ustwo, New York — Art Generalist

June 2019 - August 2019

Character and level concept art, model and texture assets, 2D sprite animation, game asset integration and optimization

SVRF Inc., New York — 2D/3D Generalist

January 2019 - May 2019

Create 2D and 3D interactive AR experiences and mobile face filters, paint 360 degree mockups for VR experience pitches

Kognito Interactive, New York — Senior Animator

July 2012 - December 2018

Character modeling, rigging, animation, Unity integration, R&D, pipeline and workflow optimization

EDUCATION

Polytechnic Institute of NYU, New York — B.S. Digital Media

September 2006- May 2010

Honors College Scholarship, Graduated Summa Cum Laude

SKILLS

Concept Art/Visual Development

Sketching

Traditional Art

Digital painting

Illustration

3D Modeling

Game Development

SOFTWARE

Photoshop, Clip Studio Paint, Procreate, Blender, Maya, Substance Painter, Unity, Spine, Flash/Animate

AWARDS

June 2017 Society of Children's Books Writers and Illustrators Conference Juried Art Show