

Karlen T

Freelance Visual Development and Game Artist

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Artbykarlen.com

EXPERIENCE

Titmouse, New York— *Background Painter*

October 2021 - PRESENT

Background and prop painter; background design on preschool show

Ascend Learning, New York— *3D Generalist*

November 2019 - PRESENT

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

ThunderLotus Games, Montreal — *2D Artist*

November 2020 – December 2021

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

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