

# CHASE BURNS



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## EDUCATION

**Rhode Island School of Design**  
*Providence, Rhode Island | 2021-2025*  
BFA in Illustration, Honors  
GPA 3.759

## WORK EXPERIENCE

**Limbix**  
*Palo Alto, California | 2019*

Provided feedback on prototype apps and programs, presented results to a team, and created animated prototypes to improve the digital experience for teens.

## SKILLS

**Illustration**, with an emphasis on visual storytelling  
**Proficiency in Adobe products**, including Photoshop, Illustrator, Animate, InDesign  
**Graphic Design**, such as cover design and page layouts  
**Experience with formatting files** for use on screens and in print  
**Communication** with a team

## CREATIVE EXPERIENCE

**Brown RISD Game Developers**  
*Illustrator, Designer | 2023-2025*

Worked with teams of Brown University and RISD students to develop video games. Designed concepts, created visual mockups, and illustrated and formatted assets for use in game engines. Used Miro for planning and GitHub for compiling games. Games worked on include: Origami Bird Battle, Slinky Dog, and Switchboard Operator.

**Henry M. Gunn High School Yearbook**  
*Designer | 2021*

Used Adobe Illustrator to create original graphics, including front and back covers and section divider spreads. Created page layouts using Adobe InDesign. Frequently met with a team and had rapid turnaround for design sketches.

**Gunn High School Wellness Center**  
*Window Graphic Designer | 2019-2020*

Worked on concept with a small team, took on-site measurements to create a template document, and created large scale digital graphics for the final project.