

# Jamie Sichel

Game Developer | Illustrator | Character Designer

 <http://jamiesichel.com>  
 London, UK  
 [jamie@ivecreatedamonster.com](mailto:jamie@ivecreatedamonster.com)  
 +44 7542 181906

## EXPERIENCE

### ARTIST - ASSETS, *BDCraft*

Sept 2020-Present, [BDCraft.net](#)

BDCraft creates skins and addons for Mojang's popular game, Minecraft. I am currently making item and entity assets for their upcoming GrungeBDCraft resource pack.

### GAME DESIGNER & PROGRAMMER, *StickerBear Studios (self)*

Jun 2019-Present, London, England, UK

After completing my MA, I've continued working on games for future publication. Currently I am using Unity and AR to create the game Critter Cards, a mobile virtual pet game. I am also designing a survival / simulation game with my partner.

### ILLUSTRATOR, *StickerMonster Art (self)*

Jan 2018-Present, London, England, UK

Under the moniker StickerMonster, I create assets for the streaming community. This includes designing emoticons, animations, splash screens, banners, and more. I also assist with streamer branding by designing mascots and logos, as well as merchandise.

### ILLUSTRATOR & OWNER, *I've Created a Monster! (self)*

Jan 2016-Jan 2020, Atlanta, GA, USA

As a freelance illustrator and business owner I've had the pleasure of working on projects from book illustrations to business logos to game assets, specializing in character design and concept art. I worked with the board game company Mindclash Games for *Cerebria: The Inside World*, drawing over 80 different monster illustrations.

### 2D PRODUCTION ARTIST, *Dragon Army*

Oct 2015-Dec 2015, Atlanta, GA, USA

As a 2D Production Artist I assisted in all levels of the game development cycle. I created animations, UI elements, optimized files for faster load times and various screen sizes, organized and structured files, and created character concept art for upcoming games.

## EDUCATION

### GOLDSMITHS, UNIVERSITY OF LONDON

2018-2019, London, England, UK

MA in Independent Games & Playable Experience Design, Distinction

### PORTFOLIO CENTER

2012-2013, Atlanta, GA, USA

Illustration & Design

### UNIVERSITY OF GEORGIA

2007-2011, Athens, GA, USA

BA in Film Studies

BA in Animation & Interactive Media (Interdisciplinary Studies)

Certificate in New Media Studies

## SKILLS

Refined conceptual and visual skills.

Comfortable working in any media, whether traditional or digital.

Strong soft skills-able to communicate with all levels and mediate disputes.

At home on a close-knit team and experienced at working independently.

Quick to learn and loves acquiring new skills.

Skilled at merging the technical with the creative.

### SOFTWARE + CODE + MEDIA

Unity, Photoshop, Illustrator, After Effects, MS Office, Mac & Windows OS  
C#, JavaScript, HTML, CSS, OpenFrameworks, Processing, Arduino, Unity  
Character Design, Concept Art, Storyboarding, Animation, Color Theory  
Drawing, Painting, Sculpting, Casting, 3D Model Texturing

