

# Jamie Sichel

Game Developer | Illustrator | Character Designer

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## EXPERIENCE

### GAME DESIGNER & PROGRAMMER, *StickerMonster Art (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.

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

Jan 2016–Present, 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. Recently 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.

### ILLUSTRATOR, *The Legend of Awesome (self)*

May 2014–Oct 2015, Austin, TX, USA

As an illustrator I toured the comic book, gaming, and anime convention circuits under the name "The Legend of Awesome." I sold my wares and my brand at conventions across the US, and created as much of my inventory myself as possible, using my illustrations to make buttons, stickers, temporary tattoos, and screen printed bags and apparel from home.

## EDUCATION

### GOLDSMITHS, UNIVERSITY OF LONDON

2018–2019, London, England, UK

MA in Independent Game & 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, Honors

BA in Animation & Interactive Media (Interdisciplinary Studies), Honors

Certificate in New Media Studies

## SKILLS

Strong conceptual and visual skills.

Comfortable working both traditionally and digitally.

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

Thrives juggling multiple projects and working in a fast-paced environment.

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++, C#. JavaScript, HTML, CSS, OpenFrameworks, Processing, Arduino, Unity

Character Design, Concept Art, Storyboarding, Animation, Color Theory

Drawing, Painting, Sculpting, Casting, 3D Model Texturing

