

# Elisa Roberts

## Concept Artist

**Email:** kamala.elisa@gmail.com

**Number:** (530)210-4930

Dynamic, versatile concept artist and illustrator with skills in character, prop, and environment design and illustration. Thrives in both independent and team environments with opportunity for challenge and growth.

## RELEVANT EXPERIENCE

### Haunting Notes

#### Video Game

Researched, ideated, and finished individual 2D assets for a 2.5D platform game. Implemented feedback and reiterated each asset to a polish. Followed a stylization and color guide. Met all deadlines. Upheld and assisted with file management conventions.

**Visual Development Artist**

Jan 2023 - May 2023

### Biting Dust Short Film

Cleaned up and colored rough, 2D animation in Toonboom Harmony. Asked for feedback from team director and reiterated to a polish. Followed character, stylization, and color guides. Met all deadlines. Upheld and assisted with file management conventions.

**Clean-up Animator**

Jan 2023 - May 2023

### 1687 Club Project at Grow Design & Development

Designed and refined character concepts, asked for and incorporated feedback from art directors, instructed a team on how to replicate style, produced bespoke characters for celebrity clients, communicated with staff regarding deadlines and adjustments, maintained file organization.

**Lead Illustrator**

Nov 2021 - Jan 2023

### After the Great Collapse Short Film

Researched, ideated, and executed prop and environment concepts to hand off to 3D modellers. Implemented feedback over multiple iterations to reach a polished finish. Provided critique for other team members. Met all deadlines and upheld file management conventions.

**Visual Development Artist**

Sep 2022 - Dec 2022

### Meatspace Magazine

Created a full page illustration for publication. Designed thumbnails, concepts, color passes, and final illustration based on a prompt. Gave and recieved feedback weekly to help create a finished, cohesive magazine.

**Contributor**

Sep 2022 - Dec 2022

### Coil Cat Video Game

Worked on a team of 4 to create a 2D platform video game. Designed characters and visual assets. Designed sprite sheets for in-game character and asset animation. Used Unity to design playable levels.

**Visual Development and Game Design**

Jun 2021 - Aug 2021

## WORK EXPERIENCE

- **Barstaff** | *Vintage Wine Bar* | Mar 2023 - Present
- **Lead Illustrator** | *Grow Design & Development* | Nov 2021 - Jan 2023
- **Barista, Graphic Design, and Marketing** | *Durga's Divine Cafe* | Feb 2018 - Mar 2020
- **Photography and Design Instructor** | *Living Wisdom School* | Sep 2019 - Jun 2020

## SKILLS

- Visual development process: Research, sketching, concepts, and design for characters, props, and environment
- Web development and design using HTML and CSS
- File organization
- Written and verbal communication
- Maintaining company guidelines and standards for content management
- Empathy, teamwork, and leadership

## SOFTWARE

- Adobe Suite including Photoshop, Indesign, Lightroom, Substance Painter, Animate, Dreamweaver, Premiere, and Illustrator
- Toonboom Harmony
- Maya
- Zbrush
- Clip Studio Paint
- Google Suite

## EDUCATION

**San Jose State University, 2025**

B.F.A. Animation/Illustration

**Sierra College, 2024**

A.S. Interactive Web Design

## LINKTREE

