

# KATERINA ARRINGTON

Concept Art and Illustration

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## OBJECTIVE

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To obtain a concept art internship for an awesome game studio.

## EXPERIENCE

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### **Camouflaj - 2D intern (2013 May - September)**

- + Worked on soon to be released game, Republique.
- + Created numerous UI assets for when the player interacts with certain objects.
- + Painted portraits of the characters to be framed in the in game environment.
- + Composed the t-shirt and poster backer goods.

### **Paragon (2013 - present)**

- + Worked on current student game project, Arc.
- + Wrote an in depth style guide and production bible for art cohesion.
- + Created concepts for both environment and ship.
- + Modelled, unwrapped and sculpted 3D environment assets.
- + Helped manage a team with 5 artists.

### **Blue=3 Games (2012)**

- + Art Lead for sophomore year student game project, A Beaver.
- + Decided on the look and feel and worked with 2 other artists.
- + Conceptualized and created all environment and UI assets

### **Good Mood Creators (2011)**

- + UI Artist for game project "Mekazoo."
- + Created UI assets to fit the current look of the game.

## SKILLS

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- + Software: Photoshop, Maya, Zbrush, 3DS Max, Illustrator.
- + 2.5 years in student game team experience.
- + Critique hunter and reference gatherer.
- + Works well under stress and still self-motivated during low-stress situations.

## EDUCATION

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### **Digipen Institute of Technology (2011-2015)**

BFA in Digital Art

### **Parsons The New School for Design (2009-2010)**

Relevant Courses: 3D modeling and Graphic Design