

KATERINA ARRINGTON

Concept Art and Illustration

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OBJECTIVE

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

EXPERIENCE

Blue=3 Games (2012 - present)

- + Art Lead for current game project "A Beever"
- + Decided on the look and feel and worked with 2 other artists.
- + Conceptualized and created all environment and UI assets
- + <http://abeever.weebly.com/overview.html>

Photoshop Club (2011-2013)

- + Founder/President
- + Lectured and helped students with photoshop problems
- + Organized and invited other student artists to speak and give demos

Good Mood Creators (2011)

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

"She's A Rebel" (2010)

- + Created concept art and props for the short stop motion film "She's a Rebel."
- + <http://www.youtube.com/watch?v=6qoFLsJXaEQ>

SKILLS

- + Software: Photoshop, Maya, 3DS Max, Illustrator.
- + Concept design creature and character
- + 2 years in student game team experience
- + UV unwrapping and texturing

EDUCATION

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