

SKYE PRITCHARD

Game Artist, Programmer, Designer

CONTACT

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skyepritchard.com



EDUCATION

May 2024

Bachelor of Arts in Interactive Media and Game Development,
Minor in Computer Science
Worcester Polytechnic Institute

KEY SKILLS

Adobe Suite

ZBrush and Maya

Experience using CPM/Waterfall
and Agile Scrum

Organization and Leadership

Professional Communication

HOBBIES

Clay and Wire Sculpture

Needle Felting

Digital and Traditional 2d Art

Sewing Clothing and Dolls

PROFILE

I am a game producer with experience in 2D and 3D game art, animation, and additional programming skills. I thrive in collaborative environments and love learning from and teaching others.

PROFESSIONAL EXPERIENCE

Spring 2023

WPI Event Organizer: JoyArt 2023 and booth at PAX East
Worcester Polytechnic Institute

- Worked with a team of 5 bringing an old event to a new venue for the purpose of connecting student artists with industry artists.
- Secured industry sponsors and judges for the event, and received over 200 submissions from 12 different schools.
- Set up and oversaw PAX booth. Showcased five student games. Designed merchandise and marketing materials.

Summer 2022-present

MassDigi Game Artist, Producer, and acting Product Owner
MassDigi

- Oversaw team of 6 for production of a mobile game
- Art pipeline management and creation of art assets
- Handling fluctuating team size
- Introducing new workers to a pre-existing project

Summer 2021, January 2022 - March 2022

Student Assistant for College 3D Modelling Class
Worcester Polytechnic Institute

- Organizing assignments and due dates
- Refining ZBrush workflow and instructing students on program use
- Offering individual feedback and critique on character models
- Twice weekly 2-hour office hour segments in addition to class time

Summer 2021 - 2022

Rigs of Color Research Project
Worcester Polytechnic Institute

- The project focuses on creating free-to-use rigged models of color, to expand upon representation for animators
- Researching techniques for modelling textured hair
- Designing, modelling, and texturing characters of color