

Kelly Greene

2D Game Artist

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SKILLS

2D Art & Illustration, Vis Dev
UI Art
UX Design
Vector Art
Graphic Design
Animation
Stylized 3D modeling & texturing
Pixel Art

SOFTWARE

Adobe After Effects
Autodesk Maya
Blender
Adobe Photoshop
Adobe Illustrator
Adobe XD
Procreate
Asperite
Unity

EDUCATION

DigiPen Institute of Technology

Bachelor of Fine Arts
Digital Art & Animation 2014- 2018

HIGHLIGHTS

Minecraft Earth

- Cover and feature in Sept. 2019 issue of EDGE magazine
- Number 1 app in AppStore & Google Play upon Early Access

How May I Haunt You

- Entry for IndieCade
- Featured at GDC Unreal Education Summit, Student Sizzle Reel

EXPERIENCE

2D UI/UX ARTIST

LITTLE ORBIT INC.
REMOTE | DEC 2021 - PRESENT

Project: DC Dual Force, a digital collectible card game

- Reworking/updating existing UX for work in progress game screens
- Concepting UI/UX for menu screens and creating screen mock ups
- Creating 2D Art and Icons
- Creating motion graphics for concepts and mock ups

2D/3D GENERALIST

MICROSOFT - MINECRAFT
REDMOND, WA | SEPT 2018 - AUG 2020

Project: Minecraft Earth, an AR mobile adventure game

- Aided in pre- production visual development for Minecraft Earth
- Provided Pixel Art textures for new and existing mob reskins
- Provided concept art and vis dev for new Minecraft Earth exclusive mobs
- Modeled and created pixel art textures for approved mob concepts, including popular mobs such as the Muddy Pig & Moobloom
- Created pixel art and pixel art animation for new blocks
- Provided UI and icon art assets for completed mobs
- Created prototype animation & FX for mob tappables
- Provided in game 3D animations for approved mobs
- Animated and edited short promotional assets for social media
- Provided many other assets for marketing needs, including animated gifs, mock ups for partnerships, still images, etc.

2D UI ARTIST

SMIDGEN GAMES - DIGIPEN INSTITUTE OF TECH.
REDMOND, WA | AUG 2016 - APR 2018

Project: How May I Haunt You, a VR comedy puzzle game

- Created storyboards for specific levels
- Created concept art and vis dev for UI
- Adapted to the unique challenges and needs for UI in a VR setting
- Provided UI Art assets
- Created titular logo for the game
- Modeled and textured props
- Provided 3D character animation
- Provided feedback and guidelines for UI/UX and additional gameplay improvements.