Kelly Greene

UI Artist

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SKILLS

UI Art
UX Design
Vector Art
Motion Graphic Animation
2D Art & Illustration, Vis Dev
Graphic Design
Pixel Art
Basic Japanese

SOFTWARE

Adobe Illustrator
Adobe XD
Figma
Unity
Adobe After Effects
Adobe Photoshop
Clip Studio Paint
Procreate
Asperite
Autodesk Maya

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

UI/UX TECH ARTIST | CAT DADDY GAMES
KIRKLAND, WA | APRIL 2023 - SEPT 2023

PROJECT: Unannouced Mobile Sports Game

- Working with Designers towards UX improvement
- Documenting 3DS Max to Custom Engine pipeline process and guiding new UI team members, establishing pre-prod UI Art pipeline
- Creating UI Art for Buttons, Icons, and Menus
- Basic implementation in game engine for programmer hookup

UI/UX ARTIST | LITTLE ORBIT INC.
REMOTE | DEC 2021 - APRIL 2023 (Gap due to Covid)

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
- Basic implementation in Unity for programmer hookup, simple Unity FX
- Basic bug fixing on impleneted UI Art in Unity

2D/3D GENERALIST | MICROSOFT - MOJANG
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 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 collectibles
- Provided in game 3D animations for approved mobs
- Animated and edited short promotional assets for social media
- Provided assets for marketing needs, including animated gifs, mock ups for partnerships, still images, etc.

Other Exp.

2D/UI ARTIST | SMIDGEN GAMES - DIGIPEN INSTITUE OF TECH.
REDMOND, WA | AUG 2016 - APR 2018 | PROJECT: How May I Haunt You, VR comedy puzzle game