2D/UI Artist
Kelly Greene

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kellykhristianne.com

EXPERIENCE

UI/2D FX Artist
Niantic/Scopely
Remote Freelance | APRIL 2024 - DEC 2025

PROJECT: Pokemon Go

- Worked on Concepts and FX for "Max Out" release Pokemon Gmax Moves
- Worked on the new Pokedex Entry screen animation update
- Currently tasks are Under NDA

UI Tech Artist
Cat Daddy Studios
Kirkland,WA | APRIL 2023 - SEPT 2023

PROJECT: NFL 2K Playmakers, a mobile sports title

- Worked with Designers to establish and improve UX
- Documented 3DS Max to Custom Engine pipeline process and guided new UI team members, established pre-prod UI Art pipeline
- Created UI Art for Buttons, Icons, and Menus
- Did basic implementation in game engine for programmer hookup

UI/UX Artist
Little Orbit Inc.
Remote | DEC 2021 - APRIL 2023

PROJECT: DC Dual Force, a digital collectible card game

- Reworked/updated existing UX for work in progress game screens
- Concepted UI/UX for menu screens and creating screen mock ups
- Created 2D Art and Icons
- Created UI Animations and Motion Graphics
- UI FX done in Unity w/ existing shaders
- Basic implementation in Unity for programmer hookup
- Basic bug fixing on implemented UI art in Unity

2D/3D Generalist
Microsoft - Mojang
Redmond, WA | SEPT 2018 - AUG 2020

PROJECT: Minecraft Earth, an AR mobile title

- 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
- Animated and edited short promo assets for social media and provided assets for marketing needs and mock ups for partnerships

SKILLS

UI Art
UX Design
Vector Art
Motion Graphics Animation
Unity VFX
2D Art & Illustration, Vis Dev
Graphic Design
Pixel Art

SOFTWARE

Adobe Illustrator
Adobe After Effects
Adobe Photoshop
Adobe Premiere
Figma
Adobe XD
Clip Studio Paint
Asperite
Cubism Live 2D
Auto Desk Maya
Unity
Perforce

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
- Featured at GDC Unreal Education Summit, Student Sizzle Reel