

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

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

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
- Basic implementation in Unity for programmer hookup
- Basic bug fixing on implemented UI Art in Unity

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 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.

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.