

Kelly Greene

UI Artist

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My DC DualForce Portfolio Password:
KellyDCDF

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
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- Featured at GDC Unreal Education Summit, Student Sizzle Reel

EXPERIENCE

UI/UX TECH ARTIST

CAT DADDY GAMES
KIRKLAND, WA | APRIL 2023 - PRESENT

PROJECT: Unannounced 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 implemented 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 INSTITUTE OF TECH.
REDMOND, WA | AUG 2016 - APR 2018

PROJECT: How May I Haunt You,
VR comedy puzzle game