



[www.danarune.art](http://www.danarune.art)  
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Detail-oriented problem solver with a strong, cohesive vision. Enjoys mentoring artists. Passionate about compelling stories and characters, but also about pretty outfits.

## Skills

- ◆ Expert in Photoshop; comfortable in Illustrator and InDesign; familiar with AfterEffects, Unity, HTML/CSS, data entry, and version control
- ◆ Strong eye for color & light, high standards for quality, and adaptable to various styles

## Education

- ◆ **Concept Design Academy, 2013-2014** - environment design and figure invention
- ◆ **Art Center College of Design, 2012-2013** - Entertainment Arts
- ◆ **School of Visual Arts, 2010-2012** - Illustration and Animation

## ART DIRECTOR (2016-2021), ARTIST (2015-2021), NIX HYDRA GAMES

- ◆ Co-created mobile title 'The Arcana', a fantasy/romance visual novel; established a cohesive overall look and style, collaborated closely with other disciplines, and delegated tasks to both in-house artists and remote contractors
- ◆ Designed and created in-game assets for characters, props, environments, and UI, and also prepared 2D assets for animation
- ◆ Created wireframes, mock-ups, and animatics for UI/UX, and contributed to feature design documentation
- ◆ Created graphics for marketing, social media, and online store, as well as additional graphic design tasks such as logos and branding for both the company and its games
- ◆ Designed physical merchandise such as keychains, sticker sheets, etc.
- ◆ Designed, formatted, and co-wrote 183-page book 'Minor Arcana: Art & Making of The Arcana'
- ◆ Provided feedback on story, character development, etc. in addition to scoping out art requirements and providing input on how best to visually convey story elements within our means
- ◆ Led hiring process for remote contractors
- ◆ Other shipped titles include 'Fictif, a visual novel platform, and 'Egg!', a virtual pet game

## INSTRUCTOR (SPRING 2015), CG MASTER ACADEMY

- ◆ Conducted live demos and Q&A sessions online
- ◆ Recorded individualized feedback for students' weekly assignments

## ART CONTRACTOR (2014-2015), WAYFORWARD

- ◆ Designed and painted characters and background art in accordance with reference and style guide

## ART CONTRACTOR (2014-2016), GAIA INTERACTIVE

- ◆ Designed & created items for customizable avatars
- ◆ Created promotional character art
- ◆ Collaborated remotely with other art team members and team leads

## FREELANCE ILLUSTRATOR & CHARACTER DESIGNER, 2006-PRESENT

- ◆ Created character and story illustrations for independent clients