



danarune.com
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Experience

ART DIRECTOR (2016-PRESENT), ARTIST (2015-PRESENT), NIX HYDRA

- Co-created mobile title 'The Arcana'
- Designed characters, props, environments, and UI
- Created in-game art assets
- Collaborated with small cross-discipline teams

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

- Created concept sketches in accordance with references and style guide
- Designed and painted characters and background art

ART CONTRACTOR (2014-2016), GAIA INTERACTIVE

- Designed character/item concepts for user-customizable avatars
- Created pixel art based on character/item designs
- Created promotional character art in accordance with house style
- Collaborated remotely with other art team members and team leads

FREELANCE ILLUSTRATOR & CHARACTER DESIGNER, 2006-PRESENT

- Created character and prop designs for an animated TV series pitch
- Created character and story illustrations for independent clients

Education

CONCEPT DESIGN ACADEMY, FALL 2013 - SPRING 2014

- Took classes in environment design and figure invention

ART CENTER COLLEGE OF DESIGN, FALL 2012 - SPRING 2013

- Studied illustration with a concentration in Entertainment Arts

SCHOOL OF VISUAL ARTS, FALL 2010 - SPRING 2012

- Studied illustration and traditional animation
- Recipient of Silas H. Rhodes merit scholarship

Skills

- Traditional and digital drawing/painting
- Expert in Photoshop and Illustrator; familiar with AfterEffects, Sculpttris, SketchUp, and Unity
- Familiar with HTML and CSS
- Familiar with data entry and version control software