

DANA RUNE

danarune.com

queenrune@gmail.com

Experience

2D ARTIST, NIX HYDRA GAMES, 2015 - PRESENT

- Designed characters and props for mobile games
- Created in-game art assets
- Collaborated with a small team of programmers, animators, and other artists

INSTRUCTOR, CG MASTER ACADEMY, SPRING 2015

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

ART CONTRACTOR, WAYFORWARD, 2014 - PRESENT

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

ART CONTRACTOR, GAIA INTERACTIVE, 2014 - PRESENT

- 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
- Designed characters based on both written descriptions and visual references

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
- Worked as an Orientation Leader in Fall 2011
- Participated in summer pre-college program in 2008 and 2009

Skills

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