

Kasey Harris
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Objective

My goal is to get an internship as part of an art team for a game company.

Work Experience

Pandemonium Labyrinth Team

- Lead concept artist
- Reviewed work of other team members
- Mentored team members on art styles and techniques
- Designed logo for Rogue Robot Studios

Map of Games Team

- Lead icon artist
- Reviewed work of other team members
- Mentored team members on art styles and techniques
- Specialize in pixel art

Personal Work

- Displayed in numerous art shows
- Skilled in traditional and digital media (2D, 3D, sculpture)
- Portfolio available upon request

Education

- University of Advancing Technology 2013-Currently Attending
 - Bachelor's Degree in Game Art and Animation (In Progress)
 - Introductory Game Design Course 2009-2013
- V. Sue Cleveland High School: Rio Rancho, NM

Achievements

- 1st Place, Rio Rancho Art Show 2013
- V. Sue Cleveland High School Valedictorian 2013

Qualifications

- Mentorship skills
- Meets project deadlines
- Spearheaded lessons on art techniques and procedures
- Can match multiple art styles

Interests

- Practicing varied art styles: time period, cultural, stylized, etc...; playing video games; sculpting figures

References & Referees

Available upon request