

# [John doe: 2d artist - resume cv example](https://assignbuster.com/john-doe-2d-artist-resumecv-example/)

[Technology](https://assignbuster.com/essay-subjects/technology/), [Information Technology](https://assignbuster.com/essay-subjects/technology/information-technology/)

## John Doe: 2D Artist

2D Graphic Artist — American Systems
Orlando, FL — Oct 2017 - Dec 2019
Developed line drawings, digital images, flow charts, slide presentations, animations, video stills/clips, and simulations images
Created illustrations, interactions, and animations from existing line art, photo reference, or from a blank slate
Modified graphics in accordance with the approved media standards and conventions
Used creative judgment and originality by translating needs into graphics capabilities
Developed artistic technical/design solutions within the allotted time frame
2D Graphic Artist/Animator — Gamevil Com2uS
El Segundo, CA — Sep 2015 - Oct 2017
Created concept art
Conceptualized and created in-game 2D assets, illustrations, and animations
Maintained a superior polish on all artwork with great attention to detail
Assisted with technical problems to ensure smooth gameplay
Communicated with producers and other artists to create and meet scheduled deadlines
2D Game Artist — PeopleFun
Richardson, TX — Jul 2013 - Aug 2015
Translated game concepts into fully realized games which bring your vision to life
Generated conceptual ideas and polished assets to release quality
Created 2d assets, effects, animations and characters
Crossed discipline collaboration from initial concept through execution and release
Worked with art directors to create a vision for our creative projects across the team
Created a seamless gameplay experience for existing and new players using buttons, icons, widgets and other UI elements
Improved gameplay designs and user interactions by creating or improving wireframes, style guides and user flows