

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

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## 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