

# John doe: 2d artist - resume cv example

[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