Rebecca McConnell
Illustrator & Designer

Hi!

{ Skills }

> Illustration, digital drawing, painting, and vector skills
> Illustrator Wizard Grand Mage, 9+ years experience
> 5+ years experience using Adobe Photoshop,
> Conceptual design, game asset creation, and UI development for Mobile Games
> 2 years experience working remotely with clients
> 1 year experience in Adobe Flash and After Effects
> 2 years experience with art creation for tabletop
> Passion for gaming
> Friendly, personable, works well with others
> Internally motivated, strong work ethic
> Flexible Artist
> Experience using Unity 2D

{ Interviews and Press }

> The Art Shore, *"The Artistic Side of Gaming"*,
  http://theartshore.squarespace.com/the-shore/2016/10/23/the-artistic-side-of-gaming

{ Portfolio }

www.rebeccamcconnell.com

{ Education }

Milwaukee Institute of Art and Design
BFA Illustration major and
Communication Design minor
Deans list 4 years, GPA 3.35

{ Past Happy Clients }

> Clash Official Games
> Illumin8 Games, LLC
> Numbat Games
> Wandering Monster Studios
> PuzzleRax, and more.
> Visit www.rebeccamcconnell.com/about.html
  for full list of clients and game sources.

{ Work Experience }

Freelance Illustrator and Designer   **(May 2013-Present)**

> Works remotely with clients in time zones across the world, from Seattle to Australia
> Works in independent game development sector, for tabletop and mobile games
> Corresponds with clients on current projects on a daily basis
> Creates interest and revenue for various business freelance clients by solving design problems with illustrative imagery and designs within gaming industry

Isometric Artist Intern at Circle 1 Network   **(Nov 2012- Feb 2013)**

> Created original isometric artwork using Adobe Illustrator for garden and home environment
> Created original fashion designs for both male and female avatars
> Updated KidsCom inventory catalog with new isometric props and goods to fit in with existing catalog and environment. Increased site event attendance by suggesting new ways to display virtual goods I had created.
> Forged community relationships by spearheading project working on interactive turtle animation with Adobe Flash, for local Urban Ecology Center, for onsite and in game.
> Was able to turn internship into current freelance client