

JOANNA STRINGER

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EXPERIENCE

UI Artist 6/2011 - present

Mighty Play, San Francisco, CA

- Designed overlays, button and icon graphics for a Facebook game.
- Delivered assets promptly on a short timescale.

2D Artist 4/2011 - present

Sifteo, San Francisco, CA

- Artist for "Moon Marble", a 2D action puzzle game on a unique platform.
- Provided designs and illustrations for the game's story and cover art.
- Worked closely with designer and gameplay artist to create a cohesive aesthetic.

2D Artist 7/2010 - 4/2011

Misfits Attic, San Mateo, CA

- Artist for 2D arcade-style multiplayer puzzle game "A Virus Named Tom".
- Provided concept art, including characters, puzzle pieces, environments, and UI / HUD.
- Continued to create polished, game-ready assets based on initial concepts.

Assistant Artist / Level Designer / QA 1/2010 - 3/2010

Qwrkii, Seattle, WA

- Part of 4 person startup team for 3D puzzle game "Kubrick" built with Unity Wii.
- Created, textured and rigged 3D models
- Designed platform-based puzzle levels in Unity engine
- Tested and balanced levels to ensure playability

Concept / Character Artist 1/2008 - 6/2008

University of California, Santa Cruz

- Provided concept drawings, 2D graphics and animations for a student game design seminar team.
- Team produced working PSP game
- Paid hourly, in the capacity of a Teacher's Assistant, by the University

TECHNICAL ABILITIES

- 9 years experience using Adobe Photoshop (4.0 - CS4)
- 5 years experience using Adobe Illustrator (CS - CS4)
- 2 years experience using Autodesk Maya for 3D modeling, rigging and texture mapping, plus some experience with animation..(Additional experience using 3D Studio Max for same.)
- Experience using Adobe Flash CS4 for vector art and keyframe animation.
- Experience using Z-Brush to create high-poly 3D models for normal mapping.
- Unity 3D and Unreal Engine 3 (asset management, level design)
- Experience importing art assets into in-house game engine.
- Web Design (HTML, CSS, PHP)
- Solid 2D art background, including drawing, printmaking & photography
- Proficient using Windows, Macintosh and Linux OS
- Also proficient in Japanese language and cultural history
- Strengths include analytical/formal writing skills, ability to work in diverse groups, a passion for innovation, and a love of video games.

EDUCATION

B.A., Fine Arts, University of California, Santa Cruz, 2009

concentration: Digital Printmaking

Minor, East Asian Studies, University of California, Santa Cruz, 2009

concentration: Japanese language, history and culture

(References available upon request)