

RACHAEL MARIE



A skilled art director, digital designer, animator, and, illustrator; proficient in all aspects of the design and multimedia industries. My broad background and extensive knowledge in the creative fields makes me capable of producing engaging and innovative designs and animations that reflect the goals and direction for each project. As an extremely driven and self-motivated individual, I continually expand my knowledge by staying current with the latest trends, tools, and, techniques.

SKILLS



Animation • Motion Graphics • Visual Effects



Character Design • Illustration • Concept Art
Asset Creation • Background and Layout



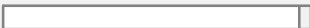
Digital Design • Marketing Materials
UI/UX • Graphics • Branding



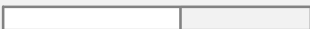
SOFTWARE



Illustrator • Photoshop • After Effects



InDesign • Maya • 3ds Max • Premier



Google Workspace • Microsoft Office • HTML/CSS



PROFESSIONAL EXPERIENCE

Art Director | Senior Animator - HZDG

Baltimore, MD, 2016 - Present (2020-Present, Remote - Las Vegas, NV)

- Concept, design, and execute engaging graphics, illustrations, and, videos
- Create VFX motion graphics and animations for social and commercial use
- Lead brainstorm and meetings to conceptualize creative executions
- Storyboard and ideate for campaigns, commercials, videos, and, animations
- Oversee production pipeline and workflows to meet project delivery dates

Art Director | UI/UX | Branding Lead | Animator - Inviro Studios

Las Vegas, NV, 2014 - 2016

- Design UI/UX for mobile device applications, console games, and web
- Create concept art and polished graphics for mobile devices
- Direct and coordinate teams from pre to post production
- Animate VFX and characters using 2D and 3D motion software
- Produce all marketing materials and collateral including; Business Cards, Info Graphs, Presentations, Art Books, Websites, etc.

Senior Animator | Digital Content Designer - Genesis Gaming Inc.

Las Vegas, NV, 2012 - 2014

- Create captivating animations, art, and, special effects for over 10 published online and mobile games
- Create high quality game trailers and marketing materials
- Design UI/UX elements and assets

Art Director | Lead Designer - Capo Demont

Las Vegas, NV, 2010 - 2012

- Design artwork for quality print, merchandise, accessories and souvenirs
- Organize and oversee graphics department
- Approve and revise artwork for production

GOAL



To work in an engaging environment that continues to challenge me, while fully utilizing my expertise of digital design and creative mediums for mutual growth and success.



EDUCATION

Art Institute of Las Vegas (2007-2011) - Bachelor of Science

Studied Animation and Illustration



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