

# BRITTANY HOYLE

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## GAME DESIGNER | ARTIST

### SUMMARY OF QUALIFICATIONS

Imaginative and creative professional with in-depth knowledge in game art and design, coupled with proficiency in animation packages, along with gaming and social platforms. Demonstrate adeptness in creating cinematic storyboards for game development, as well as in developing concept art for characters, props, environments, and creatures. Exemplify strong capacity to develop well-designed game interfaces, design quality graphics for websites, and illustrate concept and promotional art. Possess strong ability to communicate vision to artists, programmers, producers, marketing staff, and others involved in the development process.

### CORE COMPETENCIES

*Game Play Theory*  
*2D and 3D Graphics*  
*Social Game Design*

*Information and User Interface Design*  
*Visual Design and Illustration*  
*Document Design Specifications*

*Storytelling and Narrative Skills*

### EDUCATION

BACHELOR OF SCIENCE IN GAME ART AND DESIGN: 2012  
**The Art Institute of Pittsburgh**, Pittsburgh, PA  
GPA 3.7

### PROFESSIONAL EXPERIENCE

WEB.COM, 12808 Gran Bay Pkwy, Jacksonville, FL 32258

#### **Design Specialist and Social Media Specialist**

2013

- Demonstrated strong ability to convert all gathered customer's information into a brochure website that fit modern design trends and attract people to their business
- Leveraged technical skills and innate talent in creating banners for customer's Facebook pages showcasing their business and making it enticing to potential clientele

#### FREELANCE

#### **No Saints**

2012

- Resident designer for local rock band, in charge of all final art.

#### **Iron Blood Studios**

2014

- Worked on developing a brand to establish a fledgling games company

#### **First Coast Xpress**

2014

- Helped redesign a local company's logo to revitalize their look

### PROJECTS

#### **Modus Operandi**

- Gained expertise in props and miscellaneous graphics as a concept artist
- Worked closely with a team of 50 people for more than 20 weeks in completing project

#### **Escape Elysium**

- Ongoing Personal Project

### TECHNICAL SKILLS

Adobe Photoshop CS5 and CS6 | Pixologic ZBrush 4R4 | Autodesk 3D Studio Max | Adobe Premiere Pro CS5 | HTML | CSS | JavaScript