

Troi B Simpson

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Otis College of Art + Design Bachelor of Fine Arts '22, *Concept Art in Game and Entertainment Design*

Concept Artist, Visual Developer, and Illustrator with 2 years of experience working, training, and applying skills in game and entertainment-focused careers.

SUMMARY

Adventurous and ambitious Concept Artist and Illustrator based in Los Angeles. I use problem-solving, communication, and teamwork skills to pitch and design unique and well-researched concepts, visual explorations, and finalized illustrations.

AREAS OF EXPERTISE

Stylized Game Design | UI Design | Game Art | Problem-Solving | Client Relationships | Project Management - Slack, Trello | Social Media Marketing - Hootsuite, Agorapulse | Adobe Cloud - After Effects, Media Encoder, Photoshop, and Premiere | **Clip Studio Paint, Blender**

ACCOMPLISHMENTS

- **Researched and designed** the look of an indie project from the ground up;
 - Took text-based concepts from others and expanded upon them into visual idea boards
 - Created designs for props, monsters, and characters to be created in 3D
 - Designed UI elements
 - Helped onboard new art members to work with my style and the style of the game to finish additional assets
- Learned and **applied skills in pixel art and animation** on the spot to complete designs and assets in a 2-week time frame;
- **Managed and led art teams** to solve problems within game design with cooperation and creative solutions; and
- **Managed social media presences** to funnel users from general fans to paying clients for a freelance commission career

Sleepover Studios (2D Artist) Assigned as the artist for the indie project *Plushie Panic*, an indie game jam submission where I worked as the main asset artist. Concepted, researched, and executed the final designs for the project, which were made and animated in a pixel art style, and coordinated additional assets with a secondary artist:

- Designed and finalized various 2D-pixel art assets in a **2-week time frame**;
- Quickly learned methods and practices on how to **create useable game assets** successfully stylized in the requested art style; and
- **Organized the art team workflow with Trello** completing all tasks in the desired time frame.

Indie Game Jam (Concept Artist, Vis Dev, UI Designer) Replaced the previous concept artist on Rites of Relics, researched and designed characters, creatures, and props for use by 3D modelers to implement into the game, and created UI assets to be used in-game and within menus.

- Created the visual look of the game through sketches, reference pages, and finalized 2D concept/visual development designs;
- Problem-solve issues with concept design to 3D with edits and suggestions made by designers; and
- Requested and managed additional artists brought onto the project.

CAREER PROFILE

Independent Freelance Artist, (2019 - Present)

Sleepover Studios, 2D Artist, Temporary (2023)

Indie Game Dev, Concept and UI Artist, Temporary (2024)