# Troi Simpson

## Concept Artist, Visual Dev and Illustrator

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

## Introduction

Adventurous and ambitious Concept Artist and Illustrator based in Los Angeles. I use my skills in problem-solving, communication, and teamwork 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 | Project Management | Client Relationship | Social Media Marketing | Adobe Suite

## 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
- Managed social media presences to **funnel users from general fans to paying clients** for a freelance commission career

## Career Profile

Indie Game Dev, Concept and UI Artist, Temporary (2024)
Sleepover Studios, 2d Artist, Temporary (2023)
Independent Freelance Artist (2019 - Present)

Teacher's Aide, Castaic Unified School District (2024-present)

## Hard Skills

**Adobe** After Effects, Media Encoder, Photoshop, **Blender**, **Clip Studio Paint**, **Trello**

**Portfolio**     **LinkedIn**     troibsimpson@gmail.com     661.373.5389

## Experience

**Freelance Artist /** Self-Employed, Various Clients

June 2019 - Present,  Los Angeles, CA

Manage social media presence and promotion for self and perform creative tasks from illustrations to 3D models for interested clients

- Illustrated a variety of pieces for unique character designs and situations
- **Communicated clearly and succinctly** to ensure the highest quality work

**2D Artist /** Sleepover Studios

February 2023,  Remote

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 successfully create useable game assets stylized in the requested art style
- **Organized the art team workflow** with Trello and completed all tasks desired within the time frame.

**Concept Artist, Vis Dev, UI Designer /** Indie Game Jam Dev

June 2024,  Remote

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 gam,e and created UI assets to be used in-game and in menus.

- Created the visual look of the game through sketches, reference pages, and finalized 2D concept / visual development designs
- **Problem-solve issues with concept designs** to 3D, with edits and suggestions made with designers
- Requested and managedan  additional artist brought onto the project

## Education

**Otis College of Art + Design /** Bachelor of Fine Arts

August 2018 - May 2022,  Los Angeles, CA

Concept Art in Game and Entertainment Design

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