DFW, TX | srealmsart@gmail.com | <u>srealmsart.com</u>

## **Professional Summary**

Passionate illustrator and sequential artist with 9 years of experience working both remotely and in-office with clients ranging from individuals, indie game developers, writers, organizations and game studios. Specializes in character design, illustration, organization and style mimicking.

## Skills

- Clip Studio Paint
- Illustration
- Character Design
- Creative Writing
- Adobe Photoshop
- Adobe After Effects
- Procreate
- Organization
- Attention to Detail
- Project Management
- Self-Driven Motivation - Social Empathy
- **Work History**

Art Director/Illustrator - Tectonicus | Gamucatex (October 2023 - March 2024)

Remote. Collaborated with an international startup game company. Prepared company for future funding applications, constructed an art style and direction and cultivated a collaborative environment between artists and other departments.

Background/Asset Artist - Sucker for Love 2: Date to Die for | Akabaka / DreadXP (March 2023 - April 2024)

Remote. Illustrated or made adjustments to needed backgrounds or assets based on provided prompts. Researched and communicated to ensure the finalized assets met the needs of the game.

Art Director/Lead - AMORANT | Fanmade Community Project (May 2021 - Present (Volunteer)) Remote. Collaborated closely with game director to assess needs of the project. Constructed an art style and direction. Assigned, organized and performed quality control on all artistic assets.

Production Artist | Designs by Andrea (dbandrea) (August 2021 - May 2023) On site. Created 2D pieces of artwork from pressed flowers by rebuilding and restoring color to appear as good as the day of the event. Collaborated with fellow artists and departments.

## Education

Savannah College of Art and Design

BFA Illustration for Entertainment, minor in Sequential Art 3.91 GPA | Summa Cum Laude

## Social Media



stephanie-hirschbrich



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