

# Emiley Flowers

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## OBJECTIVE

To craft unique worlds, creatures and characters in a skill-building and team-focused environment.

## SKILLS

### Software

Photoshop, Illustrator, Flash, 3DS Max, Maya, Dreamweaver, After Effects

### 2D Knowledge

Concept art; traditional and digital painting; traditional animation; color theory; life drawing; storyboarding; illustration; environmental studies; sequential art; pixel art

### 3D Knowledge

Modeling characters, props and environments; animation; lighting; rendering

### Other

Ability to work under a director's supervision or independently; passion and drive to work in the games industry; eagerness to learn; ability to handle critique;

## WORK EXPERIENCE

### Concept Artist--Freelance

*Sacred Seasons 2; 2009:* Worked in a small development team for a web-based MMO. Primarily involved in conceptualizing characters, though also involved in some prop design.

### Storyboard Artist--Freelance

*LolitaMoon Productions; 2009:* Brought onto the team to develop the composition and layout for an undisclosed live action short film.

### Xbox 360 Game Tester

*Volt VMC; 2008:* Tested an unannounced Xbox Live feature. Also searched for both hardware and software bugs in existing Xbox titles.

## PROJECTS

### Sacred Seasons 2

*Sacred Seasons 2; 2009:* Web based fantasy MMORPG set in colonial America. Freelanced as a concept/character artist amongst a small team of other artists and programmers.

### "Esperanza"

*LolitaMoon Productions; 2009:* An undisclosed live action short. Previously contracted as a storyboard artist.

### "Hunger Pains"

*Student Film; 2009:* Worked as concept artist, character designer and character modeler for a short, three-minute student film. Worked amongst three other students in a project scheduled and regulated by experienced teachers.

## AWARDS

*Disney "Your Take!"—Alice in Wonderland; 2009:* First-place winner of a Disney sponsored contest to design a unique look for a character from Alice in Wonderland.

## EDUCATION

DigiPen Institute of Technology; Redmond, WA; 2005-2009  
Bachelor of Fine Arts in Production Animation

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