

GWENDOLYN POWELL

Visual Development • Concept Design

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Experience

Proletariat Inc., Boston, MA

Character Concept Artist • *Spellbreak* • September 2020 - Present

- Developed visual storytelling, props, and costumes for various NPCs core to the *Spellbreak* IP.
- Collaborated with 3D pipeline, narrative pipeline and production to conceive new visual development of cosmetics and story.
- Drafted concept art variations, explorations, illustrations to help in-house production, as well as store cosmetics, including skins, artifacts, and miscellaneous visuals.

Nix Hydra Games, Los Angeles, CA

Freelance Background Artist • *Fictif, Roadkill* • July - September 2020

- Designed and painted full backgrounds for mobile game use.
- Experience with visual novel pipeline and collaboration.

Art Center College of Design, Pasadena, CA

Instructor • *Color and Story • 3D Character Modeling* • 2019 - 2020

- Facilitated full and complete beginner-level knowledge of 3D utilization..
- Guided students in use of ZBrush and Maya for character modeling.
- Directed degree program class of color theory and narrative design.

Kinsane Entertainment, Los Angeles, CA

Freelance Environment Concept Artist • June - July 2019

- Drafted environment concepts with supervision from Art Director.
- Collaborated with team and advanced work along pipeline.
- Explored multiple variations and interpretations of many conceptual environments.

Team Solar, Los Angeles, CA

Concept Designer / UI Artist • February - June 2019

- Developed and produced UI mockups and icons.
- Designed wide variety of underwater creatures.
- Illustrated concept paintings for united vision and project promotion.

Jet Propulsion Laboratory, La Canada Flintridge, CA

3D Asset Intern • Summer 2018, July - September

- Conceptualized UI design for new features in rover planning software.
- Expedited 3D asset modeling for integration into Unity.
- Interpreted software design and translated into storyboards. illustrations for user communication and presentation.

Education

Art Center College of Design, Pasadena, CA

BFA Illustration, Entertainment Arts • April 2019

Skills

Traditional • Oil, Acrylic, Gouache, Charcoal, Ink, Clay, Airbrush

Digital • Adobe Photoshop, Illustrator, InDesign, ProcreateBlender, Sketchup, Autodesk Maya, ZBrush, Unity3D, Unreal, 3D Printing fabrication.

Languages • English and basic Japanese

Recognitions

Laser Lab Showcase 2016

- 3D abstract representation of visual style of Transistor by Supergiant Games.

Interests

Gaming, D&D, Sketching.

