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## Video Game Concept Artist Resume

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### Job Objective

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To work as a Video Game Concept Artist.

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### Highlights of Qualifications:

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- Admirable experience in administered pre production processes prior to game development
  - Sound knowledge of computer art and optimization
  - Profound knowledge of developing characters and animation
  - Ability to analyse and resolve any concept issues for games
  - Ability to monitor games right from conceptualization to implementation
  - Ability to create pixel art for GB, GBA and mobile games
  - Excellent Photoshop and Painter skills
  - Good understanding of human and creature anatomy
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### Professional Experience:

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Video Game Concept Artist  
Kingsisle Entertainment, Rolla, MO  
August 2012 – Present

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### Responsibilities:

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- Developed concept art and prepared appropriate games.
- Designed thumbnails and sketches for every visual representation.
- Coordinated with art director and prepared illustration to individual games.
- Prepared appropriate materials for various marketing and PR strategies.
- Monitored visual development materials and translated it into games.
- Performed research in various development areas for developing video games.

Video Game Concept Artist  
Konami Digital Entertainment, Rolla, MO  
May 2009 – July 2012

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### Responsibilities:

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- Administered projects and developed appropriate characters for video games.
  - Developed and produced high end illustrations for promotions.
  - Monitored development issues and assisted in appropriate resolution.
  - Coordinated with marketing team and prepared concept sketches.
  - Analysed environment and prepared appropriate storyboard.
  - Administered game development cycle from conceptualization and implementation.
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### Education:

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Bachelor's Degree in Game Design  
La Sierra University, Riverside, CA

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