



Laura Howard

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PROFESSIONAL EXPERIENCE

Game Artist, Kodable— San Diego, CA

NOVEMBER 2021 - FEBRUARY 2023

Served as Game Artist for Kodable, a children's educational coding game company, under supervision of a Senior Game Artist. Created conceptual and final artwork for in-game assets, animations, and user interface. Assisted in shift to Unity development, with team exporting and animating art directly into Unity to optimize the use of assets.

- o Conceptualized and designed character costumes and items for user avatar "fuzz" creatures
- o Created art, assets, and animations for fuzz characters, environment set pieces, and user interface
- o Assisted with conceptualization on two new game worlds, *Cloud Haven* and *Moon Garden*
- o Created assets with Unity optimization in mind and exported all art and animations directly into Unity, shared through GitHub

Lead Artist, QuadraTron Games— Collingswood, NJ

MAY 2020 - PRESENT, CURRENTLY FREELANCING FOR COMPANY

Interned with indie game studio QuadraTron Games during the summer of 2020; stayed on as Lead Artist for additional work pending the release of *Fish Heads*, a mobile game. Supervised a team of art interns as Lead Artist in development of another mobile game, *Strange Stars*.

- *Fish Heads* (released 2021) and *Strange Stars* (in development):
 - o *Fish Heads*: 2D mobile runner game; *Strange Stars*: regenerative run-and-gun action game
 - o Conceptualized and designed characters, environments, and branding using Procreate and Photoshop
 - o Established an artistic direction and crafted a style guide for other artists to follow
 - o Created art, assets, and animations for all characters, environment set pieces, and user interface with Procreate's animation tool and After Effects

SKILLS

Computer/Technical: Adobe Creative Suite: Animate, Photoshop, Illustrator, and After Effects; Procreate for iPad; Unreal Engine 4, Unity 2017-present, GitHub; Autodesk: Maya and Mudbox

EDUCATION

Moore College of Art and Design, Philadelphia, PA — *Bachelor of Fine Arts, Animation and Game Arts*

AUGUST 2017 - MAY 2021

Graduated Magna Cum Laude; cumulative GPA: 3.8

ACADEMIC AWARDS

Marian Locks Senior Award — Moore College of Art and Design

MAY 2021

Recipient of the Marian Locks Senior Award, a competitive artistic grant for career development.

Best in Animation and Game Arts — Advertising Specialty Institute (ASI)

MAY 2021

Winner of Best in Animation and Game Arts for senior project *Sandbox*, a stealth-focused 3D platformer.