Laura Howard
Philadelphia, PA

wallabites99@gmail.com
wallabites99.com

(856) 812-7642

PROFESSIONAL EXPERIENCE

IGT (Everi), Las Vegas, NV — *Artist II*

JUNE 2024 - PRESENT

Working as a digital artist for IGT (formerly Everi), a company that develops iGaming content and manufactures classic slots, under the supervision of a Lead Artist on the conversions team. Handles porting existing casino cabinet games to online mobile and social platforms.

- Redesigned popular "mech" slot games for mobile layouts, while creating new assets and adjusting existing artwork
- Broke down and reanimated elements to ensure optimization of assets and game atlases (size, tiling, 9-slicing)
- Completed three conversions and assisted on six upgrade projects
- Onboarded a few new members onto the team by creating and sharing detailed guides on the conversions process

Kodable, San Diego, CA — *Game Artist*

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.

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

QuadraTron Games, Collingswood, NJ — *Lead Artist*

MAY 2020 - MAY 2024

Interned with indie game studio; stayed on as Lead Artist for additional work on *Fish Heads*, a mobile game. Supervised a team of art interns as Lead Artist in development of another mobile game, *Strange Stars*.

SKILLS

Adobe Creative Suite: Photoshop, Animate, Illustrator, and After Effects; Procreate for iPad

Unreal Engine 4, Unity 2017-present, Cocos Creator

Sourcetree, Github, Jira, Trello

Spine

EDUCATION

Moore College of Art and Design, Philadelphia, PA – Bachelor of Fine Arts for Animation and Game Arts, May 2021