



Laura Howard

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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.

PROFESSIONAL EXPERIENCE

Lead Artist, QuadraTron Games — Collingswood, NJ

MAY 2020 - PRESENT

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

SKILLS

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