

sunnyren

[suhn-nee • ren] n, Illustrator/ designer seeking exciting opportunities in the gaming industry

EXPERIENCE

Hullabalu

Illustrator/ Designer (2016-17) New York, NY

Character designer for the company's children's story app, *How the Nightbugs Got Their Network*. Lead designer for the *Lightwell* software with responsibilities in developing branding, website, UI and UX design.

High 5 Games

Graphic Designer (2015-16) New York, NY

Designer for the company's primary social app, High 5 Casino. Developed UI designs, illustrations, and branding for new app endeavors. Worked with product managers to come up with new features and coordinated with developers to implement the designs. Illustrated elements for apps when needed.

Production Artist (2013-15) New York, NY

Provided graphics (patterns, icons, ui design, etc) for the company's various social gaming platforms.

Spectre Digital

Freelance Illustrator (2015)

Logo and mascot design for media company.

Intuary, Inc

Freelance Illustrator (2013-15)

Illustrated 3 different stories for a childrens storybook ipad app.

Hasbro CakeMix Studios

Pre-Production Intern (2011) Pawtucket, RI

Developed concept art, storyboards, and backgrounds for various advertising and cinematic projects

EDUCATION

Rhode Island School of Design (RISD)
Bachelor of Fine Arts '12, Illustration

REFERENCES Available Upon Request

CONTACT

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SKILLS

Digital Illustration

Traditional Illustration

User Interface

Graphic Design

Concept Design

Animation

Typography

Storyboarding

Mac and PC Fluency

Photoshop

Illustrator

Sketch

After Effects

Zeplin

Affinity Designer

Corel Painter

InDesign

Basic Html, CSS