

Abigail K. Brown

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|| Objective ||

Motivated and positive BFA graduate seeking a position in which I can apply artistic skills and team-working abilities in a welcoming and skilled environment.

|| Work Experience ||

Production Designer, Vermont Awards & Engraving 2023-present

Artistic ability and graphic design knowledge enhance my abilities in this position. I am responsible for designing and producing beautiful awards, signage, and more with a variety of materials. Clients include Coca Cola, McDonald's, University of Vermont, Girl Scouts of America, and more.

Accomplishments

- Finished products & custom designs featured on company website

Social Media Manager, Plato's Closet 2022-2023

This position involved curating posts on several social media platforms, including TikTok, Instagram & Facebook. A strong knowledge of artistic principles helped me to excel in this role, as customers were more likely to interact with content they found visually appealing.

Character Designer & Concept Artist, Freelance 2021-present

Creating unique designs as a freelance artist continuously challenges and expands my artistic ability. From logos to character concepts to custom illustrations, I have plenty of experience creating anything asked of me.

Character Designer & Illustrator, Gemhammer and Sons Gaming 2019-2021

This job involved creating character and item illustrations for various *Dungeons and Dragons* game assets. It allowed for growth as an artist and a communicator. Working remotely from Vermont, while the Gemhammer headquarters is in Massachusetts, communication occurred frequently via email and Skype.

Accomplishments

- Creation of character designs and illustrations published in *Gemhammer Grimoire*

Content Creator, True Tone Studios, LLC 2017-2020

Working as a content creator and assistant to the CEO for this media production company, this job focused on research, survey creation, brainstorming, problem solving and graphic design. Professional marketing and business skills were required, as well as the ability to work effectively in a small office setting.

Accomplishments

- Creation of characters, logos and website graphics, professional use of artistic ability

|| Education ||

Maine College of Art 2016-2020

Graduated with honors in 2020 with a BFA in Animation in Game Art

|| Skills ||

Artistic:

- Figure drawing, character exploration, clothing design skills, storytelling ability
- Eye for color theory and design principles
- Proficiency in multiple art mediums- graphite, acrylics, markers, watercolor, clay, and digital software
- Filmmaking knowledge, voice acting ability

Interpersonal:

- Highly motivated to accomplish any task assigned, ability to problem-solve creatively, ability to speak confidently
- Plays well with others, flexibility & adaptability, fast learner

Software:

- Adobe Creative Suite (Photoshop, After Effects, Premiere Pro, Illustrator)
- Procreate
- MODO & MAYA
- CorelDRAW

|| References ||

Janet Varney - Nickelodeon janet@janetvarney.com Paul Shardlow - DreamWorks Animation mousebounce@sbcglobal.net
Adam Fisher - Laika Studios afisher@meca.edu James C. Mulligan - Walt Disney Animation mulliganpictorial@gmail.com

