



# Mikella Touchstone

## Illustrator & Concept Artist

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925.783.3848 | www.touchstone-art.com

*Illustrator and Concept Artist with hands-on experience in art direction, character design, graphic novel layout, and cartooning, as well as strong Photoshop skills. Organized, goal-oriented, team player, as well as a self-starter. Strong desire to contribute to company goals and adept at handling creative challenges.*

### SKILLS

- Traditional & Digital Illustration
- Conceptual Illustration
- Interface Design
- Art Direction
- Texturing & UV Unwrapping
- Storyboarding
- Game Mechanics Design
- Game System Design
- Photo Manipulation
- Color Correction
- Actionscript & HTML
- Type 80+ WPM

### SOFTWARE KNOWLEDGE

- Adobe Photoshop
- Adobe Flash
- Adobe After Effects
- Adobe Premiere
- Autodesk Maya
- Autodesk 3ds Max
- Unity 3D
- ZBrush
- SketchUp
- MS Word
- MS Excel
- MS Powerpoint

### EDUCATION

**2013** **The Art Institute of Las Vegas** **Henderson, NV**  
*Bachelor of Science in Game Art and Design*

### RELATED EXPERIENCE

**2013 – Current** **Freelance Artist** **Las Vegas, NV**  
*2D Illustrator & Concept Artist*

- Conceptualize and illustrate digital images and illustrations
- Character design, turnarounds, and illustrations
- Design and create video game and slot machine interfaces and icons

**2012 – 2016** **Forever Interactive, Inc.** **Las Vegas, NV**  
*Assistant Lead 2D Artist*

- Conceptualize & illustrate digital artwork and interfaces for video games
- Oversee 2D art team, assign tasks, and provide artistic critiques and guidance

**2011** **Blackline Comics** **Las Vegas, NV**  
*Graphic Novel Intern*

- Character design, turnarounds, and illustrations
- Comic book panel and page layouts

### UNRELATED EXPERIENCE

**2010 – Current** **LookTours & Viator** **Las Vegas, NV**  
*Social Media Coordinator*

**2004 – 2008** **Playhouse West** **Walnut Creek, CA**  
*Assistant Stage Manager*

**1999 – 2009** **Stoneman Village I & II Senior Apartments** **Pittsburg, CA**  
*Occupancy Specialist*