



CYANATAR
Jenna Brown

Curriculum Vitae
As of September 2016

Email: cyanatar@gmail.com

Website: cyanatar.com

Name: Jenna Brown

Residence: Belgium

Birthdate: 13/01/93

Work experience

2014-Present | Gears for Breakfast

2D Art Director on the upcoming game *A Hat In Time*. Role involves managing small 2D team as well as creating assets: loading screen title-cards, concept art and texture art. Role has also included layout design for the official game manual.

Website: hatintime.com

2015-Present | Pixel-Logic

Lead layout artist and graphic designer on the pixel-art tutorial guide *Pixel-Logic* by Michael Azzi.

Website: pixellogicbook.com

2014-Present | Art book organizer

Created and hosted 4 charity books; Kill La Kill Zine, The Crystal Gem Club, Turf War! (both editions). Was in charge of layout, promotion and organization of these projects from conception to completion. Produced cover illustrations and inserts for all books.

2016 | Broken Rules

2D art and asset creation for upcoming mobile/pc game *Old Man's Journey*. Included animation and conceptual work.

Website: oldmansjourney.com

Key skills

Programs:

Adobe Indesign
Adobe Photoshop
Paint Tool Sai

Digital illustration:

Promotional Art
Concept
Colourist

Other skills:

Layout design
Texture artist

Education

2012-2015 | University of the Creative Arts

BA (hons) in Illustration.

2011-12 | University of the Creative Arts

Foundation Diploma in Visual Communication (illustration)
Won the 2012 UAL National Foundation Award for Illustration.