



KRYSTEN REIS

UI | UX | 2D Artist

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PROFILE

I am a versatile, dedicated, and detail-oriented artist with a passion for intuitive design and quality focused artwork. Whether working independently or within a team setting, I have proven capable of juggling multiple responsibilities while still meeting deadlines.

EXPERIENCE

Powerhouse Gaming | 06/2014 – Current | Job Title: 2D Artist and Spine Animator

- Responsible for UX design, UI visuals, Illustrations, Character Design, and 2D Animations
- Develop and iterate on existing style guide for previous games
- Ensure that art assets are ready for implementation
- Assisted with Marketing Material as needed
- Worked on 5 Published titles, each title brought in a revenue increase up to 25%

Scattered Comics Studio | 01/2013 – 03/2016 | Job Title: Contract 2D Artist

- Cover Art
- Illustrations for children's books
- Promotional Artwork, including promotional designs
- Penciling and Inking Comic Book pages

KARD Studios | 01/2011- 02/2015 | Job Title: Freelance 2D Artist

- Mobile App Games
- UI/UX for Mobile Games
- Cover Art
- Logo Designs

Beast's Fury | 01/2014- 04/2014 | Job Title: Contract Clean up Animator

- Cleaned rough animation done by various artists
- Final inked linework following model sheet provided

Gunwale Games | 05/2012-11/2012 | Job Title: 2D Artist

- Mobile Game (unreleased) Obelisk
- Responsible for UI Visuals, Character Design, and Illustrations
- Textured low poly models

SKILLS

Software

Photoshop, Spine, After Effects, Illustrator, InVision, Perforce, SVN, Trello, Sprintly

Production

Wireframing, pipeline documentation, task and feedback tracking

EDUCATION

Art Institute of California

Bachelor's Degree in Media Arts and Animation

CURRENT GAMES I PLAY

Hearthstone, Titan Brawl, Clash Royale, Monster Super League, Divinity 2, Mario Kart (any version), Pokemon (up to Gold and Silver Series), Pokemon Go, Horizon Zero Dawn