

ART BY KARLEN

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SUMMARY OF QUALIFICATIONS

Concept Artist and Game Artist with over a decade of experience creating artwork for animation and video game projects. With a high-level understanding of the production pipeline across multiple disciplines, is able to present visual solutions to enhance and inspire creative direction on various projects. Proficient in 3D modeling as well and working with game assets in-engine.

SKILLS

Concept Art • Environment & Character Design • Digital Painting • 3D Modeling • Rigging • Animation • Version Control • Game Asset Production • Asset Integration

EXPERIENCE

Self-employed, New York — *Game Art Generalist and Illustrator*

September 2021 – PRESENT

Create environment and character concept art for indie game projects • Design and model 3D environment elements to be used in real time interactive applications • Design animated graphics for live music performances • Collaborate with clients to create illustrations for pitch materials, book covers, splash art for games, and print

Titmouse, New York— *Background Painter (Teeny Mutant Ninja Turtles)*

January 2026 – February 2026

Create color designs for the environment that are consistent with the style of the show

Titmouse, New York— *Background Designer (Pupstruction)*

November 2022 – November 2025

Design and paint backgrounds with prop callouts as material reference for CG team • Assist storyboard team by modeling 3D proxies for animation layout • Enhance episodes with 2D-animated FX

Ascend Learning, New York— *Art Generalist*

November 2019 - PRESENT

Create vector illustrations to support digital learning materials • Develop environment concept art for external stakeholder review • Character modeling, rigging, animation • Research and test workflow for incorporating mo-cap animation

Titmouse, New York— *Background Painter (Pupstruction, Heinz)*

October 2021 – March 2022

Color design for main location and hero props • Paint background designs for 2D animation • Correct design

inconsistencies

Thunder Lotus Games, Montreal — 2D Artist (33 Immortals)

November 2020 – December 2021

Create key concept art for main lobby area and boss battle arenas • Generate ideas for assets to dress various “biomes” of the level • Collaborate with FX artist to design assets that can be seamlessly implemented • Create and export final art assets to be used by level designer

Ustwo, New York — Art Generalist (Go Go Bots! Mobile Game)

June 2019 - August 2019

Create concept art that inspired mechanics for the game • Iterate character design ideas • Model and texture characters to generate 2D sprite sheets • Build and animated character rigs in Spine • Collaborate with dev team to integrate and optimize level art assets

SVRF Inc., New York — 2D/3D Generalist

January 2019 - May 2019

Create 2D and 3D interactive AR experiences and face filters for mobile • Paint 360-degree mockups for VR experience pitches • Build library of assets for proprietary AR software

Kognito Interactive, New York — Senior Animator

July 2012 - December 2018

Lead efforts to convert from 2D to 3D pipeline for e-learning products • Mentor art team on 3D best practices • Collaborate with dev team to create tools for art asset optimization and automation • Character modeling, rigging, animation • Integrate character, environment and animation assets into Unity • Game art debugging

AWARDS

Nominee Kidscreen Awards

2024

Best New Series *Pupstruction*

Society of Children's Books Writers and Illustrators

Summer 2017

Juried Art Show