

LAURA K. HORTON

Freelance Illustrator and Game Artist

CURRICULUM VITAE

Born May 17th, 1992

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EDUCATION

August 2016

- Present

Master of Arts

New Media - Game Design and Production

Aalto University

Areas of study: Game Design / Animation / Game Art

January 2015

- December

2015

Certificate of Proficiency (Non-Matriculated)

Game Design and Development

Salt Lake City Community College

Areas of study: Game Design / Concept Art

GPA 4.0

August 2010

- May 2014

Bachelor of Fine Art

Illustration / Animation Minor

Milwaukee Institute of Art and Design

Areas of study: Illustration / Animation / Concept Art

GPA 3.9

Languages

- English : *Native Fluency*

Foreign Travel: *Germany, France, Finland, Switzerland, Austria, Italy, Greece, Turkey, United Kingdom, Ireland, and the United Arab Emirates*

EXPERIENCE

August 2012

- Present

Freelance Illustrator and Concept Artist

Laura K Illustration

represented by Astound US Illustration Agency, New York, NY

- Create illustrations and graphic designs for a variety of clients through the use of Adobe Photoshop and InDesign. Create 2D illustrations for use within editorial, publishing, textile and educational markets. Draft concept art, character design, and creatures for upcoming projects. Consult with clients and agents about visual direction and critique.

October 2014

- Present

Substitute Teacher

Judge Memorial Catholic High School

- Responsible for classroom tasks, teaching lesson plans and supervising high school students. Provide short and long term substitute support while facilitating a positive learning environment within classroom management.

EXPERIENCE

August 2015

- Present

Substitute Teacher

Our Lady of Lourdes Catholic School

- Responsible for classroom tasks, teaching lesson plans and supervising elementary school students. Provide short and long term substitute support while facilitating a positive learning environment within classroom management.

March 2011

- May 2014

Peer Tutor

Milwaukee Institute of Art and Design

- Worked individually with MIAD students on course assignments, reading, comprehension, writing, research, art history, science, note taking, time management and more. Connected students with on-campus resources and applied problem solving skills to help students overcome learning and creative challenges.

August 2011

- August 2013

Teaching Assistant

Milwaukee Institute of Art and Design

- Served as a teaching assistant and leader for *the Understanding the Visual* class under various instructors. Worked alongside instructors to improve students' projects and understanding of course objectives.

August 2011

- August 2013

Peer Mentor

Milwaukee Institute of Art and Design

Mentor workshop and Orientation

- Participated in organizing, leading, and running MIAD's freshman orientation week. Provided emotional support and demonstrated a positive role model for incoming students.

PROJECTS

Fall Semester

2015

CELTICA : 3D Student Game / Team Project

Description: A 3D / 3rd person melee game with Celtic themes.

Role: Lead Game Designer, Art Director

- *Designed overall look and feel to the game, logo and UI. Researched other games, celtic inspirations and supplementary video tutorials. Oversaw communication and collaborated with the lead modelers, producers, programmers and lead animator. Created all concept art, character designs, level design, and game asset design. Completed all UV's / textures, most models, some animation and some blueprinting.*

Tech: Unreal Engine 4.9, Adobe Photoshop, and Maya 2015

Team: game design and production class

Results: A prototype level with game assets and a playable character.



PROJECTS

Spring Semester
2015

SPIRIT: 2D Student Game / Team Project

Description: A 2D side scroller game inspired by Buddhism and the Tibetan Losar festival.

Role: Lead Concept Artist, Animator and Game Artist

- *Pitched original game design concept and document. Designed and created all 2D character designs, backgrounds and assets. Collaborated with the lead programmer and writer to re-write the story. Created all 2D character, enemy and asset animations and drafted game intro cut-scene storyboards.*

Tech: GameMaker Studio, Adobe Photoshop

Team: David Pond, Shelby Saxton, and myself

Results: A prototype level and a playable character.

Spring Semester
2015

SIDHE: Board Game

Description: A 2D Board Game inspired by Irish Folklore.

Role: Game Designer and Artist

- *Designed, wrote, and constructed entire game. Researched various Irish folklore and mythology for inspiration. Illustrated and designed the game board, box, cards and instructions.*

Solo project: critique by the game design and production class.

Results: Developed and play-tested a mock game. Currently researching publishing options.

Fall & Spring
Semesters 2015

SANGSARA : Concept Art Thesis


Description: A concept art book and story for a video game inspired by music, central asian culture and religion.

Role: Game Designer, Writer, Concept Artist

- *Pitched original thesis concept. Created 2D concept art for all characters, creatures, assets and levels. Designed the game's storyboards, color palettes and logo. Wrote and published an original game story and concept art book. Organized, designed and hung final thesis show. Modeled 3D character maquettes and illustrated final game story tapestries.*

Solo project: critique by professional mentors, instructors and peers.

Results: A self-published Sangsara concept art book and a thesis show, with traditional 3D character maquettes and tapestry illustrations.






SKILLS

Game Design	<ul style="list-style-type: none">• <i>Game Design and Development, Game Writing, In-Game Art, Level Design, Character Design, Art Asset Design</i>• <i>Game Design Documents</i>
Game Engines	<ul style="list-style-type: none">• <i>Unity 3D 5.5, Unreal Engine 4.9 and GameMaker Studio</i>
2D Artistic Skills	<ul style="list-style-type: none">• <i>Concept Art, Digital Illustration, Graphic Design</i>• <i>Adobe Photoshop, Illustrator, InDesign</i>• <i>Anatomy, Color Theory, Lighting, Composition</i>• <i>Wacom Tablets, Ranging Artistic Styles, 2D Animation</i>
3D Artistic Skills	<ul style="list-style-type: none">• <i>Autodesk Maya 2015</i>• <i>3D Modeling, UV Layout, 3D Texture Mapping</i>• <i>Basic 3D Shading and Lighting, Basic 3D Animation</i>
Traditional Media	<ul style="list-style-type: none">• <i>Drawing, Painting, Maquette Sculpture.</i>
Business	<ul style="list-style-type: none">• <i>Research, Time Management, Organization Skills</i>• <i>Creative and Academic Writing</i>• <i>iWork, Microsoft Office, Google Documents</i>• <i>Classroom Management</i>
Leadership & Communication	<ul style="list-style-type: none">• <i>Respectful, Open-minded, Active Listener</i>• <i>Team Leadership, Team player, Project Facilitator</i>• <i>Cooperative and Positive Demeanor</i>• <i>Readiness to face challenges and a passion for work.</i>



POSITIONS OF TRUST

Elected Lead Game Designer / Art Director (*Celtica Project*)
Elected Lead Artist / Animator (*Spirit Project*)
Substitute Teacher (*High School & Elementary*)
MIAD Mentor / Tutor / Teaching Assistant
Art Teaching Assistant (*volunteer position*)





EXTRACURRICULAR ACTIVITIES

Summer & Fall

Camping and Hiking - *Wisconsin, Idaho, Wyoming, Utah, and Oregon*

- Throughout my life I've enjoyed exploring nature and camping with the Scouts of America, family, and friends.

Summer 2013

Artistic Teaching Volunteer - *Artists Working in Education, Inc.*

- Volunteered for the summer truck program by teaching children art in the parks throughout the greater Milwaukee area. Led projects and taught children artistic skills while collaborating with the art team and the lead art teacher.

ILLUSTRATION CLIENTS

Macmillan Children's Publishing Group: Imprint

Quarto Publishing Group UK

Usborne Publishing Ltd

Design Design Inc.

VizMedia: Build Change Charity and Autodesk


Collaborate Agency

Benchmark Education Company

Kelvin Kids Project

GAME / VIDEO LINK

https://www.youtube.com/channel/UCEf6F6LUi_6uiO8ptwKWSfg/videos?flow=grid&view=0



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