Danielle Brown

Senior Concept Artist

Image: Symplectic	PROFILE Experienced and versatile Senior Concept Artist and Illustrator with 10+ years of professional experience in the tech, game and animation industries. Strong concept, character design and prop design abilities Employment History
Portfolio https://www.daniedraws.com/private Password: db2022 LinkedIn https://www.linkedin.com/in/danielle-brow. n-56102334/	 Senior Concept Artist, Mutant Arm Studios Bend, Oregon May 2021 — Feb 2023 Collaborated closely with design and environment teams to ensure concepts aligned with the scope and goals of the game. Provided feedback and paintovers to 3D artists Created comprehensive asset packets for our outsource partners Created various concepts, paintovers, turn-arounds, and storyboards Created numerous pre-production concepts to help develop and define the style of a new IP Freelance Concept Art Aug 2013 — Current
EDUCATION Game Art BA Laguna College of Art and Design Laguna Beach, CA 2008 – 2011	 Select clients include: PlayQ: 2D concepts for mobile game titles: Charm King and an unannounced project Nickelodeon: Character design for unannounced TV show Hasbro: Toy design for My Little Pony Playful Games: Concept on Lucky's Tale Pocket Gems: Concept on unannounced titles Senior Concept Artist, Magic Leap Inc. Plantation, FL Dec 2014 — Apr 2020 Worked closely with teammates to develop experiences in a wide variety of styles and genres under tight deadlines and rapidly changing scopes. Character design and look development on Project: Create, The Last Light, Tonandi, Pancake Pals, and multiple unreleased projects. Developed concepts with external partners to demonstrate how their IP would interact with ML tech. Provided feedback and paintovers on assets. Provided concept and illustration work for: anniversary swag, vinyl wraps for meeting rooms, art installations, shirt designs, holiday cards, lobby spaces and booth design for conventions