

JODI GREGG

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PROFESSIONAL SUMMARY

Driven and results-focused professional, upbeat and flexible, creative problem solver, self-motivated, and detailed-oriented with strong organizational skills. Hardworking, collaborative team player with a background in management and multimedia development.

EXPERIENCE

Freelance Artist Illustrator

[Girl Gregg Arts - Current](#)

Personal business creating art prints, commissions, and contract work focused on illustration, visual development, and concept art.

Production Assistant to Sr. Art Director | Junior Artist Co-Op

[Black Tusk Studios \(currently The Coalition Studios\)](#)

Provided support for unreleased AAA XBOX ONE title & Gears of War 4 by:

- Finding and organizing reference for the entire studio
- Managing photo/film shoot for on location, animation, and costume reference
- Working with Art Director to edit reference and distribute it to art teams
- Editing Rip-O-Matics, Trailers, Gameplay demos, and Animatics for pitch meetings
- Creating graphics for in-house events
- Providing general support for the studio, assisting co-workers with various tasks, i.e., setting up and taking down video/lighting equipment, running errands, and filling in on projects as needed.

Art Director | Concept Artist

[Red Panda Run – Independent iOS Game](#)

Partnered with the Red Panda Network to create a beautiful and fun run-forever game to promote donations to help save red pandas' environment.

- Worked with a team of artists to create and apply a cohesive artistic style to entire project.
- Worked closely with the Project Manager and Producer to create schedules, manage art asset creation and implementation to meet deadlines
- Created concept art and designed all game environments and assets
- Created and applied textures to all 3D models in UNITY Lead

Lead Artist | Concept Artist

[Exploding Barrel Games Inc. \(now Kabam Vancouver\)](#)

Team was contracted to prototype and original game concept for iPad by focusing on "finding the fun" and proving out the controls and cameras best suited for the experience.

- Worked with a team of artists to create and apply a cohesive art style to entire project
- Created concept art and designed all game environment and assets
- Created UI graphic and applied them in UNITY
- Created and applied textures to all 3D models in UNITY

Customer Experience Manager | Stock/Sales Associate

[Michael's Arts & Crafts - Current](#)

*Opened/closed store, managed team of associates, assisted with framing orders, helped customers with a range of art projects, rang purchases, fulfilled curbside orders, maintained the sales floor and bathrooms, unloaded trucks, put out stock, built displays and aisles, and all other miscellaneous tasks. **Received multiple commendations in excellence for customer service.***

SOFT SKILLS

- Leadership
- Problem-Solving
- Strong Communication
- Time Management
- Adaptable
- Fast Learner
- Reliable

TOOLS OF THE TRADE

- Microsoft Office
- Adobe Creative Suite
 - Photoshop
 - Premiere
 - After Effects
 - In Design
 - Illustrator
- Jira/ Agile Software
- Photo/ Film Equipment
- Post-It Notes

EDUCATION

2012 |

Master of Digital Media

Centre for Digital Media

Simon Fraser University

2010 |

Bachelor of Science:

Digital Art & Design

Towson University

2010|

Bachelor of Science:

Electronic Media & Film

Towson University

GRANTS & AWARDS

2011 |

Out TV Scholarship

2011 |

GNW Scholarship

2009 |

Dept Award for Digital Art

Towson University Juried

Art Exhibit