



# IRIS SUN GAME ARTIST



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## SKILLS

- Creating compelling visual illustrations, concept art, and UI assets
- Utilizing Figma to design wireframes and mockups for UI/UX design purposes
- Modeling in 3D and UV mapping
- Collaborating within a team
- Communicating clearly and concisely with exceptional problem-solving abilities
- Learning quickly and proactively taking on new tasks; adapting to varying work environments

## ACHIEVEMENTS

### GRAPHIC ARTIST, Embodied, Inc.; November 2021 - August 2023

Start-up robotics and AI company, creating a state-of-the art companion robot, Moxie, for children ages 5-10

- Designed concept art, story illustrations, environment designs, character masks, icons and character designs for use on the robot and website.
- Created visual assets for website games from initial concept to final vector art to enhance user experience with AI technology.
- Collaborated closely with engineers to design website UI/UX in Figma, ensuring successful prototyping and beta testing.
- Designed visual assets for VC demo that lead to a \$10m funding round.
- Met deadlines and adhered to strict production schedules to deliver high quality results.

### CONCEPT ARTIST / COLORIST, URUS Entertainment; July 2019 - May 2020

Entertainment company within the amusement and recreation services sector

#### UNANNOUNCED PROJECT

- Colorized comic and art pieces, utilizing color theory to achieve desired visual styles and effects.
- Created promotional materials and advertising posters for company fundraising campaigns and other commercial purposes.
- Collaborated with lead artist to enhance art styles and concepts.
- Developed characters' costumes from initial concept to final rendering.

### PRODUCTION ARTIST, Glorra Studios; August 2017 - August 2018

Game company specializing in developing mobile games

#### ON A ROLL

- Served as lead artist for published mobile game available on Apple App Store.
- Designed and developed assets in visual art such as characters, props, and environment terrains from initial concept to final production.
- Produced UI assets and icons for various digital platforms such as online store purchase, menu/setting pages, character selection screens, and all other in-game interactive elements.
- Created visual arts and logos for the studios leading to successful advertising exposure.
- Developed 3D models and optimized UV mapping using Maya and designed game maps using Unity.

#### UNANNOUNCED PROJECT - 2D SIDE-SCROLLING GAME

- Developed artistic designs for game map platforms and environments by incorporating various seasonal and background elements to transition between different themes.
- Produced loading screens to enhance user experience.
- Improved character designs and rendered them to achieve the desired final presentation.

## SOFTWARE



## EDUCATION

Academy of Art University

Bachelor of Art in Visual Development