

# Kathleen Lisk

Design - UI/UX - Illustration

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## Work Experience

### Interactive Designer [2019 - current] QuaverEd - Nashville, Tennessee

- Create graphics for QuaverEd's music, education, and social and emotional learning programs for children
- Design user interface and online interactive content, from wireframe design to final approved vectors
- Edit Quaver characters and assets for scenes/animation
- Illustrate for marketing and interactive materials (storybooks, coloring books, video content, activity sheets, etc)
- Standardize designs for established models of student accessibility

### Freelance Designer [2017 - current]

- Produce graphic art and infographics for a variety of purposes
- Clients and client partnerships include: Global Business Travel Association, WWStay, Dinova, American International Group, AIG, SAP Concur, Cvent, HRS Global Hotel Solutions, Mona Flan, and others
- Rebranding of The Hot Pot Spot restaurant in Cardiff, Wales

### Senior Artist [2011 - 2016] Playtika - Santa Monica, California

- Designed art assets ranging from UI assets, icons, trophies, achievements, backgrounds, avatars, frames, marketing illustrations, and animations for casino-based social media for Facebook and mobile devices
- Collaborated with product and marketing teams for better narratives and experiences for users
- Titles include Bingo Blitz (winner of Facebook Top Ten Online Games), Bingo Blitz Mobile, Blitz Slots, Penguinauts, and multiple themes within

### Freelance Designer [2010 - 2011]

- Produced graphic art and infographics for a variety of purposes
- Clients include: Buffalo Studios, Blind Squirrel Digital, Capture Media Associates, Lone Cypress Hunting Club, Dr. Specified Diabetic Hosiery, the Museum of Art and Science of Hickory NC, and various online commissions

### Concept Artist & Flash Artist [2008 - 2009] Meteor Games - West Hollywood, California

- Provided illustration and concept art for character, creature, environments, costuming, and various other visual narrative assets to be used in the Twin Skies MMORPG universe (unreleased)
- Created vector art for icons, power-ups, and costume design for the Vikings, Pirates & Ninjas online games
- Brainstormed and created precursor art and development for the Island Paradise social game

## Education

### [2018 - 2019] University of South Wales

International study-abroad in Cardiff, Wales- Master's in Graphic Communications Activities and Societies include: USW Gamers, Mandarin Study

### [2003 - 2007] Savannah College of Art & Design

Graduated Cum Laude - BA in Sequential Art, Minor in Animation Activities and Societies include: Sequential Arts Club, Classical Animation Club, and SCAD Games

### [2002 - 2003 ] University of North Carolina School of the Arts

Granted high school diploma for completing program in NCSA Visual Arts



A creative and disciplined designer and illustrator with over a decade of experience working in the game and education industries.

Passionate and driven whether I'm working alone or with a team. Design is beautiful clarity and freedom, able to move hearts and minds alike. When an idea strikes me, I can't wait to get started!

## Skills

Design  
UI/UX  
Illustration  
Game Asset Design  
Graphic Design  
Creative Communications  
Branding  
Web Design/HTML/CSS  
2D Animation

## Software

Illustrator  
Photoshop  
Adobe XD  
Figma  
Sketch  
Animate  
Dimension  
InDesign  
JIRA  
Asana  
Unity

## Interests



Gaming



Writing



Mandarin



Volunteering



Painting



Design