

# Kathleen Lisk

Art/Animation - Design - UI/UX

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## Work Experience

### UI Artist [2022 - 2023]

#### DoubleDown Interactive - Seattle, Washington

- Created UI/UX and game art for new game ideas and production pitches
- Assisted on over 4 successful game pitches, and provided art that helped define the style, tone, and humor of themes
- Worked closely with Art Managers, UX team, Designers, and Product to create high-fidelity User Interface Art for mobile

### Game Artist & Animator [2021 - 2022]

#### PeopleFun - Richardson, Texas

- Provided creative team with game assets, graphics, animations, UI/UX, and story assistance for the Wordscapes Search mobile game
- Rig and animate in 2D and 2.5D using Unity and Spine
- Ideation of UI/UX from wireframe mockups to finished visuals
- Assist with art outsourcing management and feedback as needed

### Interactive Designer [2019 - 2021]

#### 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]

- Rebranding of The Hot Pot Spot restaurant in Cardiff, Wales
- 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

### 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
- Titles include Bingo Blitz (winner of Facebook Top Ten Online Games), Bingo Blitz Mobile, Blitz Slots, Penguinauts, and multiple themes within

### 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



I am a creative and disciplined designer and illustrator with over a decade of experience working in the game art and creative industries. I am passionate and driven whether I'm working alone or with a team. Always looking for new projects, opportunities, and ways to teach and learn!

## Skills

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

## Software

Illustrator  
Photoshop  
Spine  
Adobe XD  
Figma  
Sketch  
Flash/Animate  
InDesign  
JIRA  
Asana  
Unity

## Interests



Gaming



Writing



Mandarin



Volunteering



Painting



Design