

# Kathleen Lisk

## Design & Illustration

E-mail

katielisk@gmail.com

Website

www.katielisk.com

### ■ Skills

Graphic Design  
Game Asset Design  
Environment/Prop/Icon Design  
Vector & Raster Illustration  
Storyboarding  
2D Animation  
Creative Communications

### ■ Software

Illustrator  
Photoshop  
Animate/Flash  
InDesign  
Clip Studio  
Unity  
Office

### ■ Interests



Design



Gaming



Writing



Painting



Mandarin



Volunteering

## Work Experience

Interactive Designer [2019 - current]

Quaver Music Education - Nashville, Tennessee

Design user interface and online interactive content, from wireframe design to final vector. Edit Quaver characters and assets for scenes/animation. Illustrate for marketing and interactive materials (storybooks, coloring books, activity sheets, etc.) Standardize designs for established models of accessibility.

Freelance Designer [2017 - current]

Producing 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*, and others. Rebranded *The Hot Pot Spot* restaurant in Cardiff, Wales.

Senior Artist [2011 - 2016]

Playtika - Santa Monica, California

Designed art assets (from sketches to approved in-game vectors), UI assets, icons, 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), Blitz Slots, and Penguinauts.*

Freelance Designer [2010 - 2011]

Producing 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 educational program in NCSA Visual Arts.