

Carlie Cairns

Concept Artist and 2D Illustrator

[Portfolio](#)

me@carliecairns.com

Password: By Request

EXPERIENCE

Age of Learning Inc, Glendale — 2D Artist II

AUG 2017 - SEPT 2022

- Successfully designed and created over 1000 unique characters, creatures, background layouts, and harvestable items for the **world's leading educational MMO game, Adventure Academy**, resulting in a diverse and engaging game world that captivated players.
- **Demonstrated expertise** in collaborating with internal and external production artists, iterating on game assets through paint overs, studies, and group critiques, resulting in high-quality assets that exceeded production expectations on five different games.
- **Directed** animators and created storyboards for player avatar animations, quest cutscenes, and animated storybooks, resulting in cohesive and visually stunning storytelling experiences for Adventure Academy players.
- Acted as a creative liaison for various departments across the **Age of Learning** company, including marketing, curriculum, video and brand marketing, showcasing a versatile skill set and the ability to adapt to different project requirements and goals.
- Showcased a passion for games by providing workspace, data asset, and loading screen art for the pre and post launch of several Mastery educational games, including **My Math Academy, My Reading Academy** and our international product, **ABCmouse English**.

California State Government, Sacramento — *Graphic Artist*

MAY 2016 - JUL 2016

- Contributed to the successful execution of exposition goals through the creation of graphics, original art assets, signage, and wall layouts at the **2016 California State Fair at Cal Expo**. Conducted extensive research and documentation for exhibits, and maintained effective communication with multiple departments, vendors and associations throughout the project lifecycle.

The Walt Disney Company, Glendale — *Color Artist*

JAN 2016 - MAR 2016

- Produced high-quality, full-page color spreads and character paintings as a freelance painter at **Disney Publishing Worldwide** for the **Disney Pixar film, Finding Dory**. Consistently adhered to the art director's notes and specifications to maintain Disney's standards of storytelling and design. Delivered completed work ahead of schedule while maintaining strict deadlines.

SKILLS

Photoshop, Clip Studio, Illustrator, Unity, Procreate, JIRA, Slack, Confluence, Mac/PC, Cintiq, Traditional Media art.

Character design, Creatures, Cosmetics, Props, Lore/Quest Writing, Storyboards, Hardlines and Softlines.

CAREER HIGHLIGHTS

- Worked on five mobile & desktop game apps in five years.
- Developed content for a Massive Multiplayer Online during pre and post launch years.
- Recognized by data and the player base for creating popular concepts and art.
- Creative support for multiple teams company wide, including Brand Marketing, Curriculum, Video, Publishing, Global and Core Marketing.
- Created a consumer favorite T shirt and PJ line for Disney Consumer Products during my internship.

GAME CREDITS

Adventure Academy - 2017
ABCmouse English - 2021
My Reading Academy - 2022
My Math Academy (HS) - 2021
My Math Academy (New) - 2021