Camryn Graffius

**Game Art Generalist/Concept Artist/Character Designer**

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Portland, ME 04101

Portfolio- <https://www.camryngraffiusportfolio.com>

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**EXPERIENCE**

## SCG Home Improvements *Freelancer*

2015 - Ongoing

* Provided photo documentation to support the marketing efforts of a small business

## CamrynAndHerArt- *Founder*

* As a freelance artist, produce and sell original artwork in a variety of venues both in person and online. Including maintaining an Etsy shop and staffing my own table as a vendor at local art fairs and festivals.

# SKILLS

* **Digital Art Programs**- Procreate, Krita, Blender, Photoshop
* **Game Development Programs**- Unity, Unreal Engine, Fungus
* **Online Development/Social Media Presence**- Instagram, Wix, Itch.io, Facebook pages, square space.
* **Other**- Watercolor painting, Voice Acting, Makeup Artist, Acting, Vocalist, Teamwork, Leadership Roles

# EDUCATION

## Maine College of Art & Design *- BFA*

2019 - (Graduating) May 2023

Portland, ME

Animation and Game Art Major

**Portland Arts and Technology High School (PATHS)** *Commercial Arts Program*

2018-2019 (Senior Year of High School)

# References

* Zachary Morong - Game Designer and Professor at MECA&D- zmorong@meca.edu.
* George LaRou, Professor- Animation and Game Art at MECA&D- glarou@meca.edu
* Adam Fisher, Professor- Animation and Game Art at MECA&D- afisher@meca.edu