

Camryn Graffius

Game Art Generalist/Concept Artist/Character Designer

graffiusc@gmail.com

Portland, ME 04101

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

Phone Number: (207-) 650-8154

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