

2D/UI Artist

# Kelly Greene

kellykgreeneart@gmail.com  
kellykristianne.com

## EXPERIENCE

### UI/2D FX Artist

#### Niantic

Remote Freelance | APRIL 2024 - Present

#### PROJECT: Pokemon Go

- Worked on Concepts and FX for “Max Out” release Pokemon Gmax Moves
- Currently tasks are Under NDA

### UI Tech Artist

#### Cat Daddy Studios

Kirkland,WA | APRIL 2023 - SEPT 2023

#### PROJECT: NFL 2K Playmakers, a mobile sports title

- Worked with Designers to establish and improve UX
- Documented 3DS Max to Custom Engine pipeline process and guided new UI team members, established pre-prod UI Art pipeline
- Created UI Art for Buttons, Icons, and Menus
- Did basic implementation in game engine for programmer hookup

### UI/UX Artist

#### Little Orbit Inc.

Remote | DEC 2021 - APRIL 2023

#### PROJECT: DC Dual Force, a digital collectible card game

- Reworked/updated existing UX for work in progress game screens
- Concepted UI/UX for menu screens and creating screen mock ups
- Created 2D Art and Icons
- Created UI Animations and Motion Graphics
- UI FX done in Unity w/ existing shaders
- Basic implementation in Unity for programmer hookup
- Basic bug fixing on implemented UI art in Unity

### 2D/3D Generalist

#### Microsoft - Mojang

Redmond, WA | SEPT 2018 - AUG 2020

#### PROJECT: Minecraft Earth, an AR mobile title

- Aided in pre-production visual development for Minecraft Earth
- Provided Pixel Art textures for new and existing mob reskins
- Provided concept art and vis dev for new Minecraft Earth exclusive mobs
- Modeled and created pixel art textures for approved mob concepts, including popular mobs such as the Moobloom
- Created pixel art and pixel art animation for new blocks
- Provided UI and icon art assets for completed mobs
- Created prototype animation & FX for mob collectibles
- Animated and edited short promo assets for social media and provided assets for marketing needs and mock ups for partnerships

## SKILLS

UI Art  
UX Design  
Vector Art  
Motion Graphics Animation  
2D Art & Illustration, Vis Dev  
Graphic Design  
Pixel Art

## SOFTWARE

Adobe Illustrator  
Adobe After Effects  
Adobe Photoshop  
Adobe Premiere  
Figma  
Adobe XD  
Clip Studio Paint  
Asperite  
Cubism Live 2D  
Auto Desk Maya  
Unity  
Perforce

## EDUCATION

DigiPen Institute of Technology  
Bachelor of Fine Arts  
Digital Art & Animation 2014-2018

## HIGHLIGHTS

#### *Minecraft Earth*

- Cover and feature in Sept. 2019 issue of EDGE magazine
- Number 1 app in AppStore & Google Play upon Early Access

#### *How May I Haunt You*

- Featured at GDC Unreal Education Summit, Student Sizzle Reel