

# Rachel McSherry

## Illustration & Concept Art

• rmcsherry13 @ gmail.com

• [www.rachelmcsherry.com](http://www.rachelmcsherry.com)

Innovative game artist passionate for stylized characters & environments. Experienced creating concept art for games that are bold, fantastical, and make lasting impressions on players.

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### SKILLS

- 2D Character Design
- Digital Line Work
- Graphic Design
- Concept Art
- Textures/UV Mapping
- Digital Color Theory
- Sketching/Ideation
- Stylization/Aesthetics
- Real-World Research
- Organization

### SOFTWARE / EQUIPMENT

• Unity	• Blender 3D
• Unreal	• InDesign
• Photoshop	• Sourcetree/Git
• Illustrator	• Google Suite

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### EDUCATION

MINNEAPOLIS COLLEGE OF ART AND DESIGN

Bachelor of Fine Arts in Illustration

Graduated ..... 09 / 2017 – 05 / 2021

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### WORK EXPERIENCE

**FREELANCE, ILLUSTRATOR** ..... 08 / 2016 – Current

- Conceptualized character designs for graphic novels, online game jams, published editorial pieces, and individual commissions
- Created character turn-arounds, splash-art, environmental concepts
- Digitally drew and delivered high-quality art
- Collaborated with fellow artists on creating short, ambitious games for the **Ludum Dare** game jam 2 years in a row

**CONCRETE SOFTWARE INC., GAME PRODUCTION ARTIST** ..... 11 / 2021 – Current

- Collaborated with Art Director and Producer to deliver high-quality assets on time for Developers to implement
- Multitasked by handling tasks for multiple games at once
- Conceptualized over +60 themed character skins for **My Arcade Empire**
- Created and did set-dressing for game environments for **My Arcade Empire**
- Created vector art for over +75 profile avatars for **PGA TOUR Golf Shootout**
- Conceptualized 9 new characters and assisted the Art Director in animating them within Unity Editor for **Aces Spades**
- Showed flexibility by assisting the Promotions team with creating new app store feature ads, each gaining an average of +100k impressions and +500 more installs for **PBA Bowling Challenge**