

HEATHER CAMPBELL

Austin, TX

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NOTABLE CREDITS

Created the design for Helen a.k.a. "The Administrator" in Valve's Team Fortress 2.

Worked on graphic design and interface design on the Champions Online Companion iPhone application.

WORK EXPERIENCE

Contract // Valve Software

November 2009 – Present

Create images for online store merchandise according to contractor's guidelines.

Concept Artist // Blazing Lizard Austin, TX

December 2008 – November 2009

Create concepts and in game art for Xbox and iPhone games according to art director and design lead's vision. Other responsibilities include retexturing Xbox games for Wii, 2D animation, and overall game design.

Storyboarding Intern // Blausen Medical. Houston, TX

July–August 2008

Work with animators and supervisor to create storyboards for medical animations, for a variety of clients.

RELEVANT SKILLS

Expert level Adobe Photoshop and Open Canvas. Also seasoned in Adobe Illustrator, Apple Interface Builder, Macromedia Flash, Painter, and Dreamweaver. Strong background in traditional art media and design, as well as traditional animation.

EDUCATION

University of Texas at Dallas, Richardson, TX (2004-2008)

Bachelor of Arts in Arts & Performance

Significant Courses: Character Design, Traditional Animation, Figure Drawing, Storyboarding and Pre-Production, Computer Graphics, 2D design, 3D design

References available upon request.