

Rachael Masako Ing

FREELANCE ARTIST

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EXPERIENCE

User Interface & 2D Assets at COSMICUBE, INC. (2011- current)

- Mobile Game User Interface: buttons, menu screens, backgrounds & HUD
- Character Design (vector assets)
- Website User Interface
- Storyboarding

Creature Designs at a Gaming Startup (2009-10)

- Established the overall art direction for the game
- Completed thumbnail silhouettes & final finished art for in-game graphics

Graphic Design at WIGIX.COM (2008)

- Character Design: mascot character for help section
- Graphic Design: help section graphics and interactive backgrounds for web shops

EDUCATION

Academy of Art University, San Francisco, CA — Bachelor of Fine Arts in Animation:
Visual Development (2007-2011)

SKILLS

- Visual Development
- 2D Game Assets (digital CG & vector)
- User Interface for mobile devices
- Storyboarding, Beat Boards
- Illustration

- Adobe Photoshop
- Understanding of Adobe Flash & Maya
- Traditional 2D animation
- HTML, CSS and WordPress website construction
- Watercolor & Color inks
- Photography (Fashion & documentary)
- Proficient in conversational Japanese