

KATE

gottfredson

Concept Art
Illustration
Visual Development

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education.txt

Savannah College
of Art and Design (SCAD)
2016 - 2020
BFA Illustration

University of Utah
UI/UX Bootcamp
2021-2022

strengths_1234.psd

Graphic Design
Illustration
Concept Art
Character Design

Team Building
Presentation
Style Adaptation
Design Thinking

programs.ai

Ai Ps Xd

experience_wip.pdf

- UI/UX Designer
*U of U Bootcamp
Nov. 2021-Present*
Researched, designed, and wireframed web and app prototype case studies.
- Concept Artist
*Gamerella Game Jam 2021
"Soup-er Hero"*
Designed characters with turnarounds for 3D rendering, created mood boards and game style tiles, designed logo, created game tiles in Photoshop
- Art Lead, Concept Artist
*Global Game Jam 2021
"Rovin' Rover"*
Created style reference guides for character, environment, and prop designs
-Organized team of artists and assigned roles and deadlines according to ability to meet objectives in the short time-frame

ask me about: swords | naruto | dungeons and dragons