

Emily Matusz

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Relevant Experience

Character Designer • Private Clients

March 2021 - Present

- Based on the client's requests, I am conducting research, generating silhouettes, and creating color mockups for the final orthography and/or illustration

Portrait Artist • Private Clients

September 2019 - Present

Concept Art Instructor • Harbaugh-Thomas Library

May 2022 - July 2022

- Devised and executed an activity where the students created their own Pokémon using industry standard techniques

Interior Illustrator • Big Bad Booklet • Hit Point Press

November 2021 - December 2021

- Illustrated eight high-quality fantasy digital paintings for the "Big Bad Booklet: Emmeline"
- Applied critiques from the art director to create the final illustrations

Muralist • Lowe's 100 Murals • Lowe's Home Improvement

April 2021 - August 2021

- Researched, designed, and painted a portable, 16x8 foot mural that represented Hanover, Pennsylvania

Cover Illustrator • TheBurg • January 2021

December 2020

Muralist • 2020 Harrisburg Mural Festival • Sprocket Mural Works

September 2020 - October 2020

- Painted a comforting nature mural on 4th and Blackberry Street in Harrisburg, Pennsylvania
- Remained flexible in any given situation while projecting and painting an 18 x 67-foot mural

Other Experience

Esports Supervisor • The University of Akron

September 2018 - December 2019

- Used critical thinking to solve technical issues for high end computers and software
- Innovated new ways of sorting inventory and damaged equipment

Overwatch Student Coach • The University of Akron

March 2018 - December 2018

First Female Collegiate Esports Coach in the United States (2018)

- Researched professional play and recommended team strategies to varsity and junior varsity players

Skills and Software

- Illustration, animation, and exporting assets from Clip Studio Paint
- Basic 3D modelling in Blender for concepts and illustrations
- Grey-boxing and asset import for Unity and Unreal Engine

Education and Awards

SmArt School • Scott Fischer

Fall 2021

- Mastered the fundamentals of taking any idea from concept to cover

2D Artist • Idle Temples • Historically Accurate Game Jam 4

July 2021

- A weeklong game jam where a team of four devised and created a historically accurate game from scratch using Unity
- Awarded 10th in graphics

BA in Studio Art, Minor in Sculpture • The University of Akron

Fall 2015 - Fall 2019

- Learned a variety of techniques including, and not limited to, Adobe Photoshop, printmaking, watercolor painting, metalsmithing, blacksmithing, welding, woodshop, and casting for clay and metal pieces
- Dean's List (seven semesters), Demetros Award (Spring 2019), Demetros Honorable Mention (Spring 2017)