

Emily Matusz

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Relevant Experience

Character Designer/Illustrator • Private Clients *March 2021 - Present*

- Strives to balance technical function, aesthetics, and creativity within game design and animation restraints
- Professionally driven to design high-quality character concept art for orthographic images and/or illustrations

2D Artist • Party for Introverts *November 2022 – December 2023*

- Designs and illustrates environments for Cabernet, a 2D narrative role-playing game
- Responds positively to feedback from clients and completes tasks in a mindful manner
- Versatile with both 2D and 3D processes to create a strong final product

Character Designer • Enora “Efflam” Mercier *November 2022*

- Designed a character for an isometric shipbuilding simulator, “The Shipyard”

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”
- Worked collaboratively with the art director to create detailed illustrations

Muralist • 2020 Harrisburg Mural Festival • Sprocket Mural Works *September 2020 - October 2020*

- Painted a comforting 18 x 67-foot nature mural on 4th and Blackberry Street in Harrisburg, Pennsylvania

Other Experience

Esports Supervisor • The University of Akron *September 2018 - December 2019*

- Passionate when discussing games with customers, both casually and competitively

Overwatch Student Coach • The University of Akron *March 2018 - December 2018*

First Female Collegiate Esports Coach in the United States

- Mentored and recommended team strategies to varsity and junior varsity players

Skills and Software

- Able to quickly iterate using Photoshop, Procreate, and Blender
- Professional attitude, strong listening skills, and an ability to take constructive criticism
- Solid foundation in the traditional arts including shapes, form, and colors in both 2D and 3D
- Experience with narrative storytelling through characters, props, and environments

Education and Awards

SmArt School • Scott Fischer *Fall 2021*

- Mastered the fundamentals of taking any concept from start to finish

2D Artist • Idle Temples • Historically Accurate Game Jam 4 *July 2021*

- Collaborated with a team of four to create 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 Creative Suite, 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)