

kaitlynn peavler

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502.232.5709

about me I am a freelance/contract artist specializing in everything from illustration to asset creation and art direction. I have worked on tabletop games as well as video games. I am a mother of 2 and enjoy spending my free time playing video games and playing tabletop rpgs.

experience **Art Director/Lead Artist** at Pixel Constructor on Grumpy Witch 9/2015-2/2020

- Creating concept art
- Directing other artists including 3D artists and animators
- 2D and 3D asset creation including textures.
- Importing and setting up assets in Unity

Freelance Artist *current*

- Creating concepts and illustrations for both private and commercial projects
- Communicating and going over plans with clients

projects **Grumpy Witch**

A 2.5D side scrolling adventure about a young witch named Emilia on her quest to get her hat back.

https://store.steampowered.com/app/580900/Grumpy_Witch/

education **Spaulding High School** 2008

Rochester, NH 03867

- Honors Art Classes
- Family Community and Career Leaders of America (FCCLA) Member

technical skills

Data: Excel, Word

Graphic: Photoshop, Paintool SAI, Traditional Media, Blender, Unity

Web: Some basic html and css