MAE HARMON

Concept Artist & Illustrator
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Software

Adobe Photoshop
Adobe IIllustrator
Adobe InDesign
Procreate

Zbrush
Substance Painter
Autodesk Maya

Skills

Creative Problem Solving
Project Management
Book Production
Practiced in Agile Delivery

Education

September 2019 - June 2023

B.F.A in Illustration
Concentration in Concept Design
for Animation and Games
Minor in Concept Art for Games
Savannah College of Art & Design
(SCAD), Savannah, GA

Dean's List 2019 - 2023
Summa Cum Laude

AI-AP
AMERICAN ILLUSTRATION
AI42 CHOSEN WINNER

American Illustration
AI42 Chosen Winner
AI-AP Online Archive

Experience

August 2020 - Present

Freelance Illustrator

- Provided project-based illustration and graphic design solutions for individual client needs.
- Developed a line of merchandise from pre-existing portfolio of work to be sold at conventions, expos, and other live events.

January 2024 - Present

Adjunct Faculty, University of Northern Colorado, School of Art & Design
Greeley, CO

- Developed a 15 week "Intro to Game Design" course as part of UNC's Integrated Arts Media concentration.
- Educated students on the fundamentals of game design, arts collaboration, and game development techniques.

November 2022 - June 2023

Concept Artist, Beneath the Badlands, Deadbolt Interactive, Savannah, GA

- Created various weapon, character, and environment concepts to be modeled and implemented into gameplay.
- Collaborated with game designers, programmers, and 3D modelers to ensure concept designs adhered to the gameplay and art style as well as benefited others in the production pipeline.
- Delivered in an agile sprint system, producing multiple designs per each 2-week sprint. Lead a 5-person sprint team.
- Storyboarded, Lined, Colored, or Rendered Various Animatic Frames for Animatic Intro Cutscene to Beneath the Badlands.

September 2022 - November 2022

Art Director, SquarePanda x SCADPro, Savannah, GA

- Managed the creation of a printed 124 page production book documenting entire process of the SquarePanda x SCADPro collaboration.
- Oversaw a team of 7 Illustrators and Graphic Designers delivering 66 spreads over the span of 4 weeks.
- Designed spreads, created design assets, revised spreads and copy, and curated content for the production book.
- Assisted in managing production team tasked with preparing for collaboration's Showcase event and client meetings.

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