

ALISA BISHOP

GRAPHIC DESIGN | ILLUSTRATION | USER INTERFACE

<http://alisabishop.com>

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SUMMARY



Versatile artist with 9+ years of experience in the design & illustration fields. Skilled in multiple art disciplines: illustration, concept, user interface, graphic & print design. Able to smoothly adapt skills to any project and art style while iterating quickly and efficiently. Excellent eye for design and detail. Easy to work with and a diligent team member. Passionate about gaming and creating an exciting end user experience.

EXPERIENCE

- Adept with Adobe Photoshop, Illustrator, Flash & InDesign, familiar with Adobe AfterEffects & Autodesk Maya
- Creating illustrations and concepts for a variety of projects
- Creating functional and beautiful UI for PC, mobile & console games for a variety of end users and styles
- Process of UI creation and iteration, from thumbnails to mockups to redlines and final assets
- Managed a rapid pace print production pipeline, quality control, print set up & order processing

Valkyrie Entertainment // User Interface Artist // Mar 2016 - Present

- UI/UX support on GUNS UP! UI wireframe, mockups, concept & assets. Collaborative implementation
- Design & illustration for in-game cards, assets, icons and advertisements

Big Red Button Entertainment // User Interface Artist // Jan - Feb 2016

- UI style exploration & deliverable assets for Unity implementation on mobile platforms
- UX wireframe / concepts & Flash UI animation concepts

Hardsuit Labs // User Interface Artist // Jan 2015 - Jan 2016

- Environment & character concept artwork
- Illustration, branding & graphic design for inter-office and public promotions
- UX & UI artwork, UI asset optimization for console (Xbox 360, PS3, PS4, Xbox One) and PC games.
- Created UI wireframes, conceptual mock ups, animated demos of functionality, final assets and final animation.
- Collaborated with engineers in implementing UI, providing updated assets and fixes to art as needed.

Zombie Studios // User Interface Artist // July 2012 - Jan 2015

- User experience & user interface artwork for PC games and touch devices
- Created wireframes, mock ups, animated demos, final assets and animations
- Collaboration on a team and working with engineer in correctly implementing UI

ZenPrint // Production Art & Graphic Design // Nov 2006 - Aug 2010

- Managed a rapid pace print production pipeline, quality control, print set up & order processing
- Designed a variety of print, digital and textile products, logos, branding material, including original illustrations
- Collaborated with in-house developers in the creation of an online printing storefront

Theogenic // Concept & 2d Artist // Jan - July 2010

- Collaborated with a small group of developers in designing a look and feel for the project
- Provided illustration and concept work

EDUCATION

DigiPen Institute of Technology // BFA Digital Art & Animation // Apr 2014

