

OLIVIA GLAZIER

Concept Artist & Illustrator

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WORK EXPERIENCE

Classroom Assistant, Otis College of Art and Design **January 2024 - May 2024**

- Classroom Assistant for Gary Geraths' Color and Lighting for Game class. Provide demonstrations and critiques for students, and maintain Google Drive for class.

Concept Artist & Creative Lead, Project StarWatch **November 2023 - December 2023**

- Collaborated and led other students in a group project that involved creating fan skin concepts for the video game Overwatch.

Concept Artist, Eye 4 Eye **August 2022 - December 2022**

- Created interior and exterior game concept thumbnails, prop and character designs and compiled mood boards with a team of artists and engineers from USC.

Kinder Camp Leader, Woodcraft Rangers **July 2023**

- Planned and led arts and crafts and educational activities for kindergarten-aged children.

Program Counselor, YMCA **July 2022**

- Oversaw campers through art and sports programming.
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EDUCATION

Otis College of Art and Design **August 2020 - May 2024**
BFA Digital Media With Focus on Game & Entertainment Design

Otis College Dean's List **August 2021 - May 2024**

- GPA 3.7

SKILLS

- Adobe Suite (Photoshop, Illustrator, After Effects)
- Maya
- Unreal Engine
- Google Suite
- Art Instruction
- Project Planning
- Cintiq Hardware