

# OLIVIA GLAZIER

Concept Artist & Illustrator

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## WORK EXPERIENCE

**Background Colorist, Stag Beetle Animation** June 2025 - Present

- Colored and shaded lined backgrounds for animated short film Coyote & Badger.

**Concept Artist, Heretic Red** September 2024 - Present

- Pixel asset and prop concept creation for in-development Unity game.

**Assistant Creative Manager, GG Academy** December 2024 - September 2025

- Current duties include site design, client communication, social media management, and project organization.

**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.
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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
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## SKILLS

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