NAOMI GREEN

CONCEPT ARTIST

C O N T A C T

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https://naomimgreen.com/

S K I L L S

Photoshop
3DS Max
Blender
JIRA
ClickUp
Unreal Engine
Unity Engine
Construct Engine

E D U C A T I O N

GEORGE MASON UNIVERSITY
Computer Game Design
GPA: 3.95
2018-2022

LAFAYETTE HIGH SCHOOL
GPA: 4.0
2014-2018

PROJECTS

BENEVOLENCE (2022)
Lead Artist, Modeler, Texture Artist, Technical Artist
-Led team of five artists
-Created task lists and schedule in ClickUp
-Designed concept art for buildings and NPCs
-Modeled and textured character and prop assets
-UV, skinned, rigged, and animated 3D character and prop models

PATH OF PRIDE (2021)
Lead Artist, 2D Animator
-Led team of seven artists
-Coordinated with other team leaders
-Created task lists and schedule in JIRA
-Designed concept art for all enemy characters
-Animated enemies and bosses

ED (2020)
Artist, Animator, Modeler, Texture Artist
-Designed concept art for characters and environments
-Created, skinned, rigged, textured 3D models
-Assets made in FireAlpaca and 3DS Max

DUCK: THE MAGIC CHICKEN (2019)
Lead Artist, Animator
-Designed concept art for characters, environments, and props
-2D sprite animations made in FireAlpaca

FALLEN (2018)
Artist, Animator
-Designed characters, environments, and props
-2D sprite animation made in Piskel

AWARDS

Computer Game Design Service Award (2022)

Tencent Undergraduate Merit Scholarship (2020-2022)

George Mason University Dean's List (2018-2022)