

ANALYN WILKINSON

2D GAME & ENVIRONMENT ARTIST

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Virginia Beach, VA, US

OBJECTIVE

2D production artist specializing in atmospheric backgrounds for both storytelling and interactive media. 3+ years creating emotionally warm layouts with a painterly style, strong lighting, and narrative-focused composition. Excelled in remote collaboration and collaboration in small and focused teams.

EXPERIENCE

SOLO GAME ARTIST & DEVELOPER (December 2024 – April 2025)

Curtain Call – Published on Itch.io

Complete solo development of published visual novel in 5 months. Directed and produced 310+ game-ready assets including backgrounds, character art, animation, and UI elements in painterly, expressive style. Self-taught Ren'Py programming and Python scripting for project completion and eventual publication.

PRODUCTION ARTIST (December 2023 – March 2024)

The Cactus Rose - Selected for Regent University's Annual Cinema Showcase (2024)

Production Artist for animated short film from concept to completion. Created all visual assets including backgrounds, props, character design and animation, with cohesive artistic direction. Selected for a showcase typically reserved for live-action films, showing visual storytelling capabilities

LAYOUT ARTIST (January 2022 – February 2025)

Collaborative Efforts Animation (Volunteer)

Script analysis and spatial planning for indoor and outdoor environments for character and camera positioning. Designed reference layouts used both by storyboarding and 3D modeling teams. Worked in close collaboration with directors to maintain cohesive artistic vision across remote production pipeline.

EDUCATION

Bachelor's Degree in Animation and Minor in Cinema-Television (May 2025)

Regent University

Specialized in 2D background and layout design with cross-departmental production pipeline training. Strong foundation in visual storytelling, lighting, and composition. Swift to pick up new programs.

SKILLS & PROGRAMS

Technical: Adobe Photoshop and Creative Suite (Proficient), Autodesk Maya, Ren'Py, Python

Quick to learn new programs and workflows such as Unity for pipeline efficiency and team collaboration.

REFERENCES

Available upon request.