

Valerie Nelson

Concept Artist, Illustrator

sacredwolf3@gmail.com • [LinkedIn](#)

520-225-9350 • Tucson, AZ 85747

Technically sophisticated professional and recent graduate with a Bachelor's Degree in Game Development; seeking to leverage successful education and key project experience to advance career as a Concept Artist, Illustrator in game design. Experienced in creating 3D models in both Maya, Zbrush, digitally painted concept designs in Photoshop, and level designs and scripted games in Adobe Flash, Unity, and Unreal. Outstanding collaborative and interpersonal skills with expertise in building relationships to achieve objectives, accustomed to performing in fast-paced, deadline-driven environments.

Areas of Expertise include:

- Full Life Cycle Project Experience
- Creature Concept Designs
- User Experience & Usability
- 2D Character Concept Designs
- Launch & Implementation
- 2D Environment Designs
- 3D Modeling
- Concept Designs
- Traditional Art Skills & Production Art
- Prop & Mech Designs
- UV Mapping
- Texturing

Education & Training

Bachelor's Degree, Game Development | Academy of Art University, San Francisco, CA, 2017
Concept Art for Game Development

Courses

3D Modeling for Game 1 | 3D Modeling for Games 2 | Analysis & Form | Character Design for Games | Color & Design | Color & Light | Concept Art for Games 1 | Digital Environment Sketching | Digital Figure Painting | Digital Sculpting | Elements of Digital Painting | Elements of Scripting | Figure Drawing | Perspective | Powers of Composition | Prototype Game Production | Writing for Comics | Writing for Advanced Comics | Creature Design for Games

Associates Degree, Fine/Studio Arts, General | Pima Community College, Tucson, AZ, 2009
Conceptual Design | Computer Graphics Masters Academy (CGMA), 2018
UX/UI Certificate Program | U of A | 2021

Professional Experience

FREELANCE CONCEPT ARTIST • Tucson, AZ • 02/2018 to Present

QA TESTER at EXPERIS • Tempe, AZ • 04/2022 to 11/2022

CHARACTER CONCEPT ARTIST for JOZACMUSIC • Remote • 02/2018 to 04/2018

ILLUSTRATOR for REDSCAR • United Kingdom • 04/2019 to 06/2019

GRAPHIC DESIGNER for JAMES DANA • Tucson, AZ • 11/2021

Awards and Recognitions

Academy of Art University Spring Show – 2016
Pima Community College Juror's Exhibition, 2010
Student Gallery Refuse Exhibition, 2009
Art Gallery Exhibition, 2006
High School Invitation Art Exhibition, 2000