



ELLIE JOHNSON

CONCEPT ILLUSTRATOR / SCIENTIFIC ILLUSTRATOR

Passionate illustrator with an extreme attention to detail, solid experience meeting tight deadlines, and love for creating. Excels at developing creative ideas and producing characters, creatures, environments and props.

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EDUCATION

BFA - Illustration

Savannah College of Art/Design
2014 - 2019
Summa Cum Laude

Illustration

Concentration on concept art for animation and games.

Minor Scientific Illustration

SKILLS

// PROFESSIONAL

- Digital Painting/Drawing
- Variety of Styles
- Character Design
- Creature Design
- Turnarounds
- Environments
- Props

// Tools

- Procreate
- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Microsoft Office Suite
- Cinema 4D
- Blender

Other

PUDGYPEACHCAT

Etsy Store
Stickers, prints and other merchandise designs.

WORK EXPERIENCE

FREELANCE ILLUSTRATOR

Self-Employed | June 2018-Present

Worked on multiple projects for clients' personal and commercial use. Produced concept art for characters, creatures, props and environment design. Designed thumbnails and sketches before finalizing work to meet client needs and deadlines.

- Currently a concept artist for an in-development mobile game. Work collaboratively with project lead and game writer to define an overall look and style for the game.
- Created 35 illustrations from concept to completion for the upcoming children's book "Our Dearest Sweet Pea, What will you Be?". Designed characters and book layout. (June 2022 - April 2023)
- Merchandise Concept Artist for Beyond The Summit. Created multiple designs to be used for merchandise sold on the BTS Smash 12 and Smash Ultimate 3 Compendium Store. Created reference/mood boards, mock-ups and color comps before delivering the final work. Worked with a limited color palette for the client's manufacturing specifications. (July 2021)

CREATURE CONCEPT ARTIST - NDA Project

Nashe Games | May 2021 - March 2022

Created multiple concepts and final illustrations to be used for a currently unreleased game. The work featured character and creature design.

- Explored multiple design concepts through sketches to help establish and build the game's world and the creatures that inhabit it. Experimented with color, shape language and other design elements to create the most appealing final designs.
- Incorporated feedback from other members of the creative team.
- Produced final visual guides and reference sheets with detailed breakdowns and turnarounds. Designed with efficiency in mind for ease-of-use.

GAME ARTIST - EPIPHANY CITY

Big Shield Games, LLC | December 2019 - November 2021

Illustrated game assets including multiple environments, props, characters and animations.

- Worked with the Creative Director to match the established style of the game.
- Designed over 20 final environments based off of concept art.
- Created over a hundred prop illustrations to be used in various puzzle designs. 13 were animated or had animation effects.
- Designed 7 background characters and created posing animations.
- Produced animations for 16 existing backgrounds.