



Melanie Severs

Interactive | Graphic Design | 2D Art

www.melaniesevers.com
melsevers18@gmail.com
636.439.6885

Experience

Graphite Lab | Artist

Feb 2013 – Present | St. Louis, MO

Worked as a lead artist, animator, UI and graphic designer, illustrator, video editor, teammate, and Play-Doh sculptor on a variety of games and apps of varying lengths spanning months to years for PC, Mac, Nintendo WiiU (soon), Apple, and Android devices. I have trained and coordinated artists and collaborated on team design discussions to encourage a work flow of efficiency and cooperation.

Beaver Industrial Supply | Web Design & Management

May 2012 – Feb 2013 | St. Louis, MO

Maintained the entire web presence of multiple Magento e-commerce sites. Designed and implemented all marketing and sales graphics, updated back-end site functionality, managed sales events and item listings, performed office IT duties, answered customer service calls, and was trained in the use of Festool power tools.

Freelance Artist

2011 – Present | Remote

Working remotely and client-facing on various branding, web design, and game art projects to meet strict deadlines while maintaining quality. Notable project: creating pixel art animations for the strategy card game Duelyst.

Daily Egyptian Newspaper | Ad Production

May 2011 – Dec 2011 | Carbondale, IL

Designed local event and business advertisements for newspaper print in a fast paced, daily-deadline environment.

SIUC Recreation Center | Graphic Designer

Jan 2010 – May 2011 | Carbondale, IL

Worked with a marketing director to create all printed event and scheduling graphics for three semester-long marketing campaigns. Including fliers, booklets, posters, and tshirts.

Education

SIU Carbondale

BFA Communication Design with
Minor in Economics and Art History
Graduated Dec 2011

Skills

ART

Pixel Art | Digital Illustration | Web Design
Branding | Package Design | 2d Animation
Typography | User Interface | Print Design
some 3ds Max animation

SOFTWARE

Photoshop | Illustrator | InDesign
AfterEffects | Flash | Font Creator

ENGINES

Unity | GameMaker

SCRIPTING (familiarity with)

Actionscript 3 | CSS | HTML | GML

RELEASED PLATFORMS

iOS | Android | PC/Steam/Itch.io | Mac
Nintendo WiiU (soon) | Amazon Fire

Activities Volunteering

Experimental Play and the Growth of Games | Panelist July 2017
Making Art for Games | Panelist Mar 2017
Metro Trans Umbrella Group | Support Facilitator since Apr 2017
Girl Scouts Game Jam | Game Dev Mentor Feb 2017
Train Jam | Participant Jan 2017
Global Game Jam | Participant Jan 2017
STL Scatter Jam 2 | Participant Oct 2015
Ludum Dare 33 Comp 2nd place Humor | Participant Aug 2015
Ludum Dare 32 Jam | Participant Apr 2015
STL Scatter Jam 1 | Participant Nov 2014
St. Louis Game Developer Co-op | Member since 2014

References upon request