



Melanie Severs

Motion | Interactive | Graphic Design

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Skills

ART

Motion Graphics | Graphic Design
Typography | Pixel Art | Interactive Design
3D Animation & Modeling | Web Design
UI & UX Design | Print Design
Digital Illustration | Branding

SOFTWARE

After Effects | Photoshop | Illustrator
InDesign | Flash | Element 3D | Blender
3ds Max | Snapchat Lens Studio

ENGINES

Unity | GameMaker | Ren'Py | Twine | Bitsy

RELEASED PLATFORMS

iOS | Android | Nintendo Switch and WiiU
PC/Steam/Itch.io | Microsoft Xbox One
Mac | Amazon Fire

Education

SIU Carbondale

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

Experience

HLK | Content Designer & Animator

August 2017 – Present | St. Louis, MO

Working in Animation, Video Editing, and Graphic Design for multiple brand's social media and marketing content, mostly for facebook, twitter, youtube, and instagram.

With great autonomy I completed projects from design to production as well as directed freelancers to supplement projects and collaborated with video editors, illustrators, and graphic designers to complete large animations and video productions.

Graphite Lab | Artist

Feb 2013 – July 2017 | 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 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.

Activities Volunteering

Metro Trans Umbrella Group | Board Member 2017-2019
Train Jam | Participant February 2018
Pixelpop Festival 2017 Game Artists | Panelist
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

References upon request