

Vanessa Blokland

Portfolio: www.vanessablokland.com

Phone: 207-284-3676 E-mail: vanessablokland@gmail.com

OBJECTIVE

Seeking a job in the field of 2 Dimensional Art and Animation.

SKILLS

Proficient In: Adobe Illustrator, Macromedia Flash, Adobe Photoshop, and Autodesk Maya.

Other Applications Include: Adobe After Effects, Adobe Dreamweaver, and Image Ready.

EDUCATION

8/05 – 5/09, Champlain College

Burlington, VT

Bachelor's Degree in Electronic Game & Interactive Development Art and Animation

- Graduated May 2009
- GPA 3.598

FREELANCE

3/11 – Present, Studio Cypher

Clear Creek, IN

Concept Artist & Illustrator

- Creating vector art assets for a future FaceBook game.

12/10 – 4/11, Skycore LLC

Allston, MA

Flash Animator & Graphic Design Intern

- Created Flash E-cards.
- Tested E-cards on various phones.
- Implemented sound on new and older cards.

11/10 – 4/11, Studio Pepwuper

Los Angeles, MA

Artist & Animator

- Created vector art for the iPhone app Three Trees.
- Designed the iPhone Icon for Three Trees.
- Made the iPhone achievement buttons for Megan and the Giant.

8/10 – 8/10, Isakai Comic Publishing

Boston, MA

Flash Designer

- Created a functioning UI and layout for an online comic template.

2/10 – 8/10, Six Red Marbles

Charlestown, MA

Design Illustrator

- Created and designed characters, items, buttons, and environments.
- Worked on multiple projects at the same time.
- Made numerous Flash animations for in-game use.

Projects can be viewed here: <http://www.sixredmarbles.com/products/>

11/08 – 7/10, Info Horizons Consulting

Regina, SK Canada

Graphic Designer

- Created and designed buttons, reflective text, and headings.
- Tailored the art style and process for each assignment's specifications.
- Successfully communicated entirely through e-mail.

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RELATED WORK EXPERIENCE

10/26/08-10/29/08, Learning 2008 Conference

Orlando, FL

Artist

▪ Directive: To create a polished educational game within three days and present it at the Masie Learning 2008 Conference. Within a team of six, I created the majority of art assets, including the UI, for Teletrust. It can be viewed and played here: <http://www.masie.com/teletrust/>

2/2/08-2/5/08, Meet Different Conference

Houston, TX

Artist

▪ Directive: To create two educational games within three days and present them at the Meeting Professionals International Conference. Within a team of six I primarily created art for Meet Different: Go Green and assisted with conceptual development on Meet Different: A Social Sim. They can be played here:
<http://www.champlain.edu/Emergent-Media-Center/Conferences-and-Industry-Events.html#mpi>

IN-CLASS PROJECTS

1/09 – 4/09, Senior Team Project 2

Burlington, VT

Artist

Epoxy is a 2D Flash platformer with in-game level rotation and a glue-like device that allows the player to swing across platforms and climb walls.

- Created and colored game assets in Photoshop.
- Designed backgrounds.

9/08 – 12/08, Senior Team Project 1

Burlington, VT

Lead Artist and Animator

Shackled is a 2D Flash fighting, adventure, and horror game.

- Designed and animated the UI, characters, environment, and animatic.

1/08 – 4/08, Game Production 2

Burlington, VT

Texture and Interface Artist

Melodeum is a 3D game built with the Virtools engine and based entirely on sound.

- Modeled and textured various items.
- Designed the UI, and HUD displays.

1/07 – 4/07, Game Production 1

Burlington, VT

Lead Artist

Spice Trade is a 2D Flash game with survival and resource management aspects.

- Designed art assets, UI, and story book scenes for a pirate based Flash game.

LEADERSHIP EXPERIENCE

8/07 – 5/09, Champlain College

Burlington, VT

Resident Assistant

- Oversaw Spinner Place, an off-campus residential hall with over 200 students.
- Role model and leader for the residents.