

Kat Martin

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WORK EXPERIENCE

Realm Games

Feb. 2024 – Oct. 2024

Concept Artist

Los Angeles, CA

- Led the total redesign of the IP's UI and key concept art, focusing on elevating visual appeal to prepare for impactful investor presentations and marketing.
- Created and optimized high-quality 2D art assets such as concept art and sprites for the tower defense IP, ensuring seamless integration with Unity.
- Faced the challenge of taking over from a previous artist midway through the project, adapted and refined concept art to match and maintain the IP's established style, achieving a seamless transition and consistent artistic vision.
- Needed to revamp the existing UI concept for better investor engagement, fully redesigned the UI with a modern, cohesive visual approach, resulting in a significant 100% enhancement in visual presentation.

Bencin Studios

Aug. 2021 – Feb. 2024

Game Artist 1

Nashville, TN

- Developed and optimized art assets for Unity integration for mobile and PC games.
- Led as the primary concept artist on four successfully shipped titles and two unreleased projects, ensuring high-quality deliverables and adherence to Scrum timelines.
- Created concept art for a major client's CCG, designing characters and backgrounds to build a compelling visual narrative and enrich the game's lore.
- Spearheaded UI and art asset redesign for an unreleased title, providing a major visual refresh, which led to a four-month contract extension with the client.
- Conceptualized and drove the development of an innovative IP, overseeing its creative vision and execution, resulting in a 100% increase in employee productivity and motivation.

EDUCATION

Virginia Commonwealth University School of the Arts

BFA, Communication Arts

December, 2020

Richmond, VA

SKILLS

Photoshop, After Effects, Adobe Animate, InDesign, Illustrator, Spine, Maya, ZBrush, Blender, Marmoset Toolbag, Substance, KeyShot, Unity, Scrum, Jira