

JASMINE MCKNIGHT

Concept Art • Character Design • Illustration

Profile

Concept artist with a focus on character and monster design. Skilled in various aspects of visual storytelling. An avid explorer of worlds, and thorough researcher of cultures, aesthetics, and histories to create detailed, visually striking concepts. Experienced in creating comprehensive designs and illustrations for video games, graphic novels, and animations.

Work Experience

Freelance Illustrator

2022-Present

- Created visual artworks for both companies and individuals. Notable clients include The Game Agency, McGraw Hill Education.
- Responsibilities include art direction, storyboarding, concept art, illustration, and pre-development work for unannounced project(s). Maintained a flexible schedule and constant communication with clients for iterative workflow and timely delivery of projects.
- Projects include graphic novels, illustrations, assets for educational games, children's books, and storyboards.

Retail Specialist and Illustator at Inglenook Marketplace

2020-2021

- Provided digital illustrations created in Adobe Photoshop and Procreate for social media promotional content.
- Responsible for providing customer assistance in the storefront. Created positive customer experience by being responsive and knowledgeable about all questions asked.
- Opened and closed store daily. Provided upkeep for shop appearance by organizing, restocking, and cleaning merchandise and storefront space.

Creative Experience

"Unawoken"

Winter 2023-Present

Independent game in development by Rustbelt Games. One of two principal artists responsible for the development of sketches, concept art, and game assets. Currently in pre-alpha stage of development.

"The Orphan God"

Spring 2021

Pitch and visual development for animated film project. Created exploration sketches, character concepts, character lineups, storyboards, color explorations, prop designs, and backgrounds.

"A Song for Deracine"

Spring 2020

Conceptual artwork and script for graphic novel series in development. Developed sketches, storyboards, character design sheets, illustrations, character lineup, comic page, and logo design concepts.

jmcknightart.com

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Skills

- Character Design
 - Environment Design
 - Prop Design
 - Illustration
 - Storyboarding
 - Color Key and Lighting Design
 - Composition and Layout
 - Digital Painting
 - Traditional Artistry
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Tools

- Adobe
Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, Animate
 - Autodesk Maya
 - Blender
 - Unity
 - Unreal Engine
 - Toon Boom
Harmony, Storyboard
 - Programming
C#, Python, Javascript
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Education

New York University

Tisch School of the Arts

Bachelors in Fine Arts

Film and TV & Game Design

Graduated 2021

Accomplishments

NYU Bedsider Sex Positive 12 Hour Game jam Winner 2017

Created Winning video game entry as a member of a two person team. Responsible for all aspects of visual communication including character design, animation, background design, UI design, item design.