

Alisha Klein

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EDUCATION

Bachelor of Science in Media Arts & Animation
The Art Institute of California – Orange County

SOFTWARE

Adobe Photoshop	Flash	Scaleform	After Effects	Unity (Engine)
Unreal Engine	3DS Max	Maya	Toonboom Studio	Perforce

SKILLS

Primary	Illustration/ Graphic Design	UI Art	2D Animation	Storyboarding
Secondary	Motion Graphics	3D Modeling	3D Animation	Environment Art

EMPLOYMENT

InXile Entertainment June 2010 – January 2012; September 2013– Present
Artist

- Responsible for world building and environment art for Wasteland 2
- Creates, modifies, and manages art assets within the Unity Engine, utilizing Photoshop and 3DS Max as primary creation tools.
- Optimized the conversion of Unreal Engine art assets to mobile Android platform, ensuring seamless integration.
- Created artwork for the Torment: Tides of Numenera Kickstarter campaign, as well as development of early environment and level art.
- UI Artist for Hunted the Demon's Forge, Choplifter HD, and Purr Pals, creating UI assets in Photoshop and Flash. Used Flash to set up elegant and functional UI for use with Scaleform.
- Level Artist for Choplifter HD on XBLA/PSN/Steam. Responsible for over 50% of the level work appearing in the final game and two DLC packages. Created lush environments using UDK.
- Created artwork for in-game content for Hunted the Demon's Forge. Utilized Photoshop to create illustration work, as well as enhancing and correcting images of 3D assets.

Freelance Artist Jan. 2012 – Present

UI Art/ Concept Art/ Illustration

- UI Artist for unannounced mobile game for the iPhone. Created vector art UI assets in flash and animated the main menu interface.
- Illustration work for various clients using Photoshop and traditional media.

INTERNSHIP EXPERIENCE

Smorgasbord Productions May 2010 to Dec. 2010

- Flash Animation for two animated shorts

DUCK Studios Jul. 2009 to Sept. 2009

- Ink and Paint animation in *Timon and Pumbaa's Wild About Safety - Safety Smart About Fire*.
- Edited and captured hand drawn animation.
- Assisted animators in the creation of *and Pumbaa's Wild About Safety - Safety Smart About Fire*.