Brittnay "Larc" Muckenmuller

2D Artist

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Portfolio: http:/www.LizardFoundry.Carbonmade.com

Concept and pixel artist experienced in team and remote environments. I specialize in animation and tile sets created under the specific restrains of a range of game engines. A digital artist with a traditional foundation, I come with an eye for light, anatomy and a broad scape of ideas.

Experience:

August 2016-Present: **Various Freelance**

* Duties included driving the vision of a game as lead artist
* Pixel Animation at various frame rates
* Pixel Animation with color palette/ engine restrictions
* Drove concept designs leading to animation and tile sets
* Provided character and environmental concepts
* Concepting several iterations of fantasy/ sci-fi themes

September 2015- June 2016: **Project Ackeron/ Apocalypse Ranger**

*2D Art including pixel animation and UI design
*Art Directional duties shaping the style of the game
*Environmental concept art in organic sci-fi theme
*Worked on a small team utilizing silhouettes

March 2012-February 2013: **Overclock Studios (Indie) - Concept Artist**

*Artist responsible for all concept work
*Texture maps (Photoshop)

Formal Education

Broward College of Florida 2010-2013
Awarded AA in Studio Fine Arts

Awards

IGDA National Scholar 2009

Skills

Software
Adobe Suite
Spine
Pyxel
Microsoft Suite

Hobbies:

Artisanal Tea
Weight lifting
Traditional wool spinning
Herpetology
Medieval Martial Arts

- Keen eye for light and composition

Abilities

- Purveyor of dynamic anatomy
- Adapts to change and fast pace
- Natural use of color and mood
- Versatile style
- Immediate application of ideas
- Cool head under pressure

- Hilarious