



# Kayla Savage

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## Professional Experience

### Contract:

2023 - T-Mobile

Freelance traditional illustration work. Concepting, print design and digital design work for CC&E team.

2021- Lucasfilm

Character Designs and concepts for Star Wars VR experience.

2022 - Woodies (nft)

Character designs, Backgrounds, promotional images and illustrations.

2016 - Movie pilot

Produced weekly livestream show featuring animation and movie reviews. Created illustrations for original merchandise.

2014 - SHP Leading Design

Developed character concepts and graphics for elementary school library mural.

### Full time:

**Kangaroo Interactive: Nov 2020- July 2022**

Developed and produced unique visual language for mobile narrative gaming platform. Established and maintained brand consistency with in game art assets such as original characters, backgrounds, and an expansive avatar creation system.

**Crazy Maple Studio: Oct. 2017- Nov. 2020**

Created animations, characters, concepts, in game assets, marketing materials and social media posts for narrative mobile game Chapters: interactive stories.

**Gfycat: Aug. 2015- July 2016**

Provided logos and marketing materials. Designed mobile and web UI and UX elements as well as app specific functions

**Slimbooks: Aug. 2014- May 2015**

Created graphics and original illustrations to guide the book 'The Pixar Theory'

## Skills

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Tilt brush

Spine 2D

Zbrush

Maya

## Achievements

Awarded the Southern State Community College Art Showcase award: Best of School (2011)

## Education

Liberty University

May 2015

BFA Studio and Digital Art