

## MK Castaneda

Concept Artist and 2D Artist

Portfolio: <https://www.mkchainsaw.com/>

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## PROFESSIONAL SUMMARY

**Concept artist** with over 10 years of experience in designing and developing game assets, characters, environments, and illustrations for various platforms, including mobile games, board games, and animated series. Proficient in full-cycle asset creation from ideation to final product with expertise in 2D art, character design, background art, and UI art.

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## EDUCATION

### Bachelor of Fine Arts (BFA) in Illustration

Savannah College of Art and Design

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## PROFESSIONAL EXPERIENCE

### Concept Artist and 2D Artist

Pocket Worlds

October 2021 – Present

- Designed and developed 2D game assets from concept to final polished product.
- Created avatars, clothing, furniture, objects, props, characters, and isometric environments.
- Participated in ideation sessions for new content releases.
- Exported game assets, tested for bugs, and conducted QA on finalized products.

### Concept Artist

Renegade Games (Remote)

January 2021 – December 2021

- Designed characters and assets for the board game *Artisans of Splendent Vale*.
- Created final assets for game cards, box art, and props.

### Background Artist

Tutorah TV

January 2018 – November 2021

- Created layouts, background art, and 2D props for children's animated programs.
- Collaborated with the team to meet production deadlines and pipeline requirements.

### Concept Artist / Background Artist

AI Animation Studios

January 2018 – December 2019

- Painted background art, stills, and developed character designs for the web series *Villainous*.
- Contributed to character exploration and turnarounds for style definition.

## Concept Artist and 2D Artist (Freelance)

Amazon

January 2016 – December 2018

- Created illustrations and backgrounds for over 20 storybook titles for *Amazon Rapids*.
- Contributed to character exploration and turnarounds for animation assets.

## Game Artist

PennyPop (Remote)

January 2015 – December 2016

- Designed characters, assets, and UI elements for mobile games *Battle Camp* and *Beat Fever*.
- Developed marketing art and vectored assets for mobile game promotion.

## Freelance Illustrator

- Collaborated with clients including Affinity, Rising Earth, Anathema Magazine, Hawaii Business Magazine, Televisa, Oz Magazine, Dell Magazine, Charleston Magazine, Retort Records, Bul Bul Apps, and Neonmob.
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## TOOLS

- Adobe Photoshop
  - Adobe Illustrator
  - Adobe InDesign
  - Clip Studio Paint
  - Procreate
  - Miro
  - Notion
  - TestFlight
  - Shortcut
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## SKILLS

- Concept Art
- Character Design
- Layout Art
- Background Art
- UI Art
- Perspective Drawing
- Illustration
- Traditional Painting
- 2D Asset Design
- Environment Design
- Game Asset Pipeline
- Project Management
- Stylized Art