

Kaeden Green

Kaeden.Green@gmail.com [My Portfolio](#)

Character Designer and Illustrator specializing in the integration of designs into both video and physical games. Confirming that designs are consistent with both the client vision and the user experience.

Experience

Concept Artist - DreamerProject

New York — September 2026 - Present

- Designed main character, enhancing the game's overall narrative identity and providing an immersive experience for players
- Incorporated team feedback, within weekly meetings, into art assets for production-ready use in a quick turnaround timeframe.

Lead Illustrator - DreamWalkers

Brooklyn, New York — November 2025 - Present

- Designed all art assets, including all illustrations within a 28 card deck and promotional visuals such as website banners and posters, enhancing the game's overall narrative identity and providing an immersive experience for players
- Incorporated Narrative Designer feedback, within weekly meetings, into art assets for production-ready use in a quick turnaround timeframe.

Advanced Concepts Intern - Bath Iron Works

Bath, Maine — May 2025 - August 2025

- Created and pitched augmented reality proof of concepts to all levels of the company, which led to implementations on the deck plates.
- Project-managed our intern group, creating scheduled meetings and task lists for a team of 3 interns, spanning HR, Training, and IT.
- Showcased our intern project at NSRP (National Shipbuilding Research Program), connecting with international companies.

Producer and Game Designer - Swimfinity

Brooklyn, New York — March 2025 - May 2025

- Led a 4-person development team in designing an arcade cabinet game in Unreal Engine 5
- Managed project workflow by assigning weekly development tasks, coordinating team meetings, and adapting schedules to maintain consistent project progress
- Designed and implemented core gameplay mechanics, user interface systems, and player movement

Education

Bachelor of Game Arts - Pratt Institute

Brooklyn, New York — August 2023 - May 2026

- Completed collaborative group Video Game and Table Top projects, while honing skills in engines such as Unity and Unreal, and creating assets in Photoshop and Maya

Skills

Game Engines: Unity, Unreal Engine 5, Godot

Team Management Software: Jira, Asana, GitHub, Figma, Microsoft Office Suite, Google Suite

Creative Software: Adobe Illustrator, Indesign, Photoshop