

Arianna Laureano Illustration Portfolio	<u>Summary</u> Dedicated concept artist and illustrator looking to expand her working experience and grow within your company. Great at receiving critique and feedback. Exceptional interpersonal skills with a love of sci-fi, fantasy, creatures, and cute things.	Skills ❖ Adaptive and visual learner ❖ Fluent spanish speaker ❖ Communication ❖ Critical thinking ❖ Collaboration
<u>Experience</u>	<u>Lush Handmade Fresh Cosmetics / Floor Leader</u>	Technical Skills
	November 2021 - June 2025, Jersey City, NJ ❖ Keeping up with visual management standards. ❖ Collaborating with the team to curate an inclusive and fun work environment. ❖ Inventory management: accepting and un-packing orders; rotating out aged inventory; creating orders in DAX. ❖ Drawing on the demo cart to attract customers and creating store event fliers in Canva. ❖ Bridging the gap between managers and sales. <u>StarJ3llyCreations / Etsy Store Owner</u> September 2021 - January 2024, Jersey City, NJ ❖ Designing characters and illustrations to put on stickers, notebooks, and shirts. ❖ Marketing on several social media websites (TikTok, Instagram, and Twitter). ❖ Selling stylized art commissions through websites like Fiverr and Artistree. ❖ Making custom Twitch stream icons and emoticons. <u>Broken Dinosaur Studios / Capstone Concept Artist & 3D Artist</u> April 2018 - August 2020, Winter Park, FL ❖ Modeling alien creatures in zBrush and Maya to be textured and critiqued. ❖ Drawing concepts of alien humanoids in Photoshop to be passed down the pipeline. ❖ Drawing concepts of foliage and plants in Photoshop to be sculpted by another team member. <u>Full Sail University / Unpaid Internship</u> July 2016 - September 2017, Winter Park, FL ❖ Learning 3-D stylized environmental workflow. ❖ Using Maya and zBrush to create 3D environmental assets. ❖ Importing assets into unreal to make sure asset sizes are correct. ❖ Receiving mentorship from Senior staff.	Interest ❖ Character Illustration ❖ Environment Illustration ❖ Concept Art ❖ Stylized 3D Art ❖ Self Improvement ❖ UX/UI Design
<u>Education and Certification</u>	❖ OC Art Studios / Character & Costume / Digital Illustration April 2021 & October 2022, Zoom ❖ Full Sail University / Bachelor of Science in Game Art June 2015 - March 2018, Winter Park, FL ❖ ELVTR / Certificate of Completion for UX/UI for Gaming February 2024 - March 2024, Zoom	