

Barb Krug

Game Artist

barbkrug.com

iampurple@hotmail.com

A lifelong learner that uses her background in design, illustration and games, to create engaging educational products for children.

Interests

art- watercolor, sketchbooking, storybook art
dogs - snuggling and agility
dance -Zumba and Hip hop

SKILLS

Illustration
Storyboarding
2D Animation
3D Modeling
UX Design
Interaction & UI Design
Visual Design
Mobile Design
Prototyping
Wireframes

TOOLS

Photoshop
Illustrator
Figma
Adobe XD
Maya
3D Studio Max
GitHub

Working Knowledge
Unity
HTML/CSS

EDUCATION

University of California / Irvine, CA
MFA, Drama Scenic Design

University of Illinois / Urbana-Champaign, IL
BFA, Theatre Scenic Design

Shoreline Community College / Shoreline, WA
CP, Visual Communications and Technology

Lake Washington Institute of Technology
Kirkland, WA (anticipated Spring 2022)
CC, User-Centered Design

EXPERIENCE

Floreo I Game Artist
Oct 2020 - Present

Creating 3D and 2D game assets for VR experiences for individuals with Autism Spectrum Disorder (ASD)

Calm Baby I UX-Visual Designer - Illustrator
November 2020-Present

Creating an IOS and Android mobile app that uses sounds to help a baby fall asleep faster. Created wireframes, hi-fidelity prototype in Figma, and illustrations

Happy Little Rain Cloud I UX-Visual Designer - Illustrator
Feb 2019- Sept 2020

Created an interactive storybook app that teaches kids 5-8 how to use math. Worked on wireframes, a design system, prototyped in Adobe XD, Illustrations and 2D animations
Used Unity to build and export final product

Studentvity I UX-UI Designer - Concept Game Artist
Jan 2018- Dec 2018

Worked on a mobile App that helped students with ADD and Autism obtain better time management skills
Created user flow diagrams, wireframes, high fidelity prototypes in Adobe XD
Created concept art for gamification aspect of the app

Infinut I Visual Designer/ Illustrator
2016-2018

Developed engaging, interactive math games for kids K-2 for IOS and Android Apps
designed screen layouts and visual direction
created 2D illustrations and 2D animation mockups

Center for Game Science I Game Artist/Illustrator
2012-2015

Created art for educational math and science games
concept art, mock ups, UI design, character design, environment design, 2D animations, storyboards

Treyarch I Art Director / Environment Artist
1999-2004

Created AAA title video games
3D modeled and textured environments
created pipelines, established visual direction, managed artists, created budgets, and milestones