katyarrington art.com

Katy Arrington - Character Concept Artist
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Introduction

Character Concept Artist specializing in stylized, expressive character designs with strong silhouettes, clear motif language, and memorable personality. Ten years of experience creating appealing characters for games and digital media, collaborating closely with 3D, animation, and design teams to deliver polished, production-ready concept art.

Objective

Seeking a Character Concept Artist role centered on defining a game's identity through its characters.

Experience

Rogue Rooster - Art Director   May 2024 - Present
Project: Alice in Space (Working title)

» Defined the visual identity of a semi-stylized sci-fi shooter, shaping core art direction that guided character, environment, and prop design across the project.
» Established style guides and motif language to unify marketplace and custom assets, ensuring consistent silhouettes, shapes, and material language across characters and environments.
» Produced quick visual explorations—sketches, moodboards, and thematic variations—to communicate concepts efficiently and support rapid iteration.
» Collaborated closely with design, narrative, and 3D teams to ensure that character and world concepts supported gameplay clarity, player fantasy, and overall thematic direction.
» Developed visually driven level sketches and mood pieces in Unreal to communicate atmosphere, tone, and "personality" of each biome.
» Provided ongoing art feedback and critique to 3D modelers and concept artists, helping maintain stylistic cohesion through silhouette, proportion, and shape-language guidance.
» *Continued consulting on visual direction, offering concept feedback and artistic guidance as the studio prepared its next pitch and character roster.*

Independent Artist - Character Designer & Illustrator
                                        January 2018 - May 2024

» Designed characters and environments for commercial clients, including theme park installations, mobile games, AR apps, and tabletop games.
» Character designs for Koala Kart and Give Kids The World were used directly in 3D-printed, physical production.
» Created nearly 100 unique character assets for a generative art project producing 6,000+ final character variations.
» Developed a distinctive character style and built a combined audience of 40k+ across platforms.
» Early invited artist on a curated NFT platform; sold 750+ character NFTs to 355 collectors.

Microsoft - Concept Artist   January - August 2016
» Designed and painted a set of stylized character profile portraits for a Microsoft 3D app, establishing the visual style and appeal of the default user avatars.

- » Collaborated with design leads to develop and communicate the visual identity of Remix ("Instagram for 3D"), presenting art direction and concept explorations to team members and executives.
- » Created rapid storyboard sequences for product pitches within Microsoft Studio C, which were used to guide production and present ideas to studio leadership.

Disney Interactive - 2D Artist Intern   February - September 2015
- » Painted concept illustrations and early character designs that helped define the visual style of Disney's mobile game Emoji Blitz; created UI visual targets and assets used in production.
- » Collaborated with a team of interns to develop a polished application under Disney's strict brand direction, contributing illustrations and visual style exploration for an unannounced project.
- » Designed an exclusive Disney pin following detailed brand guidelines; the design was produced and distributed to the studio's social mobile teams.

Awards

Rumble TV - Winner of E3 College Game Competition 2015

Art Director & Environment Concept Artist; defined the visual style, created environment concepts and turnarounds, and led a team of six artists to deliver a cohesive art direction.

Skills

Software: Photoshop, Unreal, Illustrator, InDesign, Premiere Pro, After Effects

Artistic & Technical: Silhouette Design, Style Exploration, Visual Development, Character Design, Iteration & Variations, Composition, Color Design, Motif Language, Concept Sheet Creation, Worldbuilding, Production-Ready Sketching

Interpersonal: Strong collaborator across art, design, and 3D teams • Takes critique constructively • Fast learner with high initiative • Clear communicator in both written and visual formats • Reliable, efficient, and able to self-direct in remote environments

Education

DigiPen Institute of Technology - Magna Cum Laude
BFA in Digital Art & Animation

Personal Interests

Collecting and appreciating vinyl toys and contemporary art. Currently playing Hades II. Self-discovery junkie and avid breather.