

Carlie Cairns

Concept Artist and 2D Illustrator

[Portfolio](#)
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PROFESSIONAL EXPERIENCE

TeachTown, Remote — Freelance Illustrator

SEPT 2023 - PRESENT

- Illustrating full length storybooks and coloring activities for students diagnosed with Autism Spectrum Disorder, Intellectual Disabilities and Developmental Disabilities. Delivering **high volumes of art content in a fast paced environment** with quick deadlines.

Age of Learning Inc, Glendale — Concept Artist

AUG 2017 - SEPT 2022

- Created over 1000 NPCs, characters, creatures, backgrounds, props, harvestables, signage, curriculum artwork, avatar cosmetics and home accessories for the **world's leading educational MMO game, Adventure Academy**. Concepts were proven to be player preferred in testing and popular on social media content generated by fans.
- **Designed and directed** a blue sky concept for Legendary Creatures and wrote quest outlines detailing creature mythology for Adventure Academy.
- **Co-directed** Animators for player avatar emotes, quest cutscenes and animated storybooks. Responsible for creating storyboards, final line and final color for animated storybooks and quest cutscenes.
- Drafted and painted Parallax paintings, character designs and turnarounds, concept art and redesigned major product mascots for an upcoming **My Math Academy 3-5th** project.
- Supported **My Math Academy PreK-2nd** project launch by creating workspace, data asset and loading screen art while simultaneously supporting Mastery team's **My Reading Academy app launch** by creating quick sketches for vendor delivery/review and filling other design needs.
- Created and assembled a wide variety of dataset art for final delivery for the **Logical Thinking app** for our International Product market.

California State Government, Sacramento — *Graphic Artist*

MAY 2016 - JUL 2016

- Contract graphic artist with the Exhibit Crew for the **2016 California State Fair** at Cal Expo. Created graphics, original art assets, signage and wall layouts from concept to installation. Conducted research and documentation for exhibits, communicated with multiple departments, vendors, artists and associations to complete event goals.

The Walt Disney Company, Glendale — *Color Artist*

JAN 2016 - MAR 2016

- Freelance painter at **Disney Publishing Worldwide** for the **Disney Pixar film, Finding Dory**. Painted full page color spreads and characters. Closely followed

SOFTWARE SKILLS

Photoshop, Illustrator, Unity, Procreate, JIRA, Slack, Confluence, MS Office, Mac/PC, Wacom, Traditional Media art.

CREATIVE SKILLS

Character design, NPCs, Creatures, Cosmetics, Props, Lore/Quest Writing, Storyboards, Hardlines and Softlines.

CAREER HIGHLIGHTS

- Worked on five mobile & desktop game apps in five years.
- Developed content for a Massive Multiplayer Online during pre and post launch years.
- Recognized by data and the player base for creating popular concepts and art.
- Creative support for multiple teams company wide, including Brand Marketing, Curriculum, Video, Publishing, Global and Core Marketing.
- Created a consumer favorite T shirt and PJ line for Disney Consumer Products during my internship.

notes provided by the art director to achieve Disney's standards of story and design while meeting deadlines ahead of schedule.

The Walt Disney Company, Pasadena — *Graphic Artist*

SEPT 2014 - DEC 2014

- Graphic Art intern for **Disney Consumer Products**, overseeing **Disney Baby and Disney Baby Collections** for JCPenney. Contributed to Softlines team by creating Fall 2015 clothing line, managing sample and tech libraries and preparing for Global Line Reviews.