

Carlie Cairns

Concept Artist and 2D Illustrator

[Portfolio](#)
me@carliecairns.com

PROFESSIONAL EXPERIENCE

The Projectorium, Remote — Freelance Illustrator

OCT 2024 - PRESENT

- Painting illustrations as an outsource artist for mobile games. Responsible for color art with a fast turnaround time in a highly self motivated production schedule.

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.

Additional Work Experience:

California State Government, Sacramento — *Graphic Artist*
TWDC, Disney Publishing, Glendale — *Color Artist*
TWDC, Disney Consumer Products, Pasadena — *Graphic Artist Intern*

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.