

Kathryn Fauver

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<https://www.littlekatydidart.com/>

Summary

I'm an enthusiastic and driven visual artist that likes to work in both digital and traditional media. I aim to provide high quality work to the best of my abilities. I can work in a fast past environment with quick turnarounds while still remaining professional and friendly to others. I work well on a team but can also work independently. I've been recognized as conscientious and diligent in my efforts while working.

Software/Technical Knowledge

- Photoshop
- Paint Tool Sai
- Clip Studio Paint

Areas of Expertise

- Character Design
- Illustration

Creative Experience

Freelance

Illustrator/Character Design/Concept Artist

July 2011 - Present

- Created content based on client needs

Add-A-Tudez Entertainment Company

Character Concept Artist

May 2011 – Present

- Created character concept art for a developing 3d fighting game

Shimahara Illustration

3d Architectural Modeler

March 2013 – December 2014

- Modeled 3d architecture based on clients designs

Education

The Art Institute of California – Los Angeles

June 2012

Bachelor of Science Degree, Media Arts and Animation