



Emily Bailey

Artist and Designer

I work with both digital and traditional mediums to create characters, props, and environments. I enjoy working with a team to create beautiful pieces of artwork that bring games and experiences to life. Design, organization and team management are also passions of mine.

Contact

941-685-8356

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Skills

- Character and prop modeling
- UV unwrapping
- Texturing
- Animation
- Visual Design
- World Building
- Team & Project management

Tools

- Maya
- Blender
- Substance Painter
- Mixamo
- Photoshop
- Fresco
- Unreal Engine
- Notion

Education

May 2021

Florida SouthWestern College

Associates of Arts

May 2024

University of Central Florida

Bachelor of Arts – Digital Media
Game Design

Experience

2023-2024

KiwiClockwork Studios | *Turmoil* | Producer and Artist

- Created concept art and block outs for characters and environment assets
- Trained the Art department on optimizing models for games
- Reviewed art assets to ensure desired poly count and desired workflow was followed
- Created 2D backgrounds and UI assets for menus, ability conveyance, and health
- Assigned task and managed scope through Sprints, Scrums, Gantt, and Burndown documents.
- Managed Team Member Contribution Charts and directed team meetings alongside the Creative Director and Department Leads

2023-2024

KiwiCreme Productions | *Retribution* | Team Lead and Artist

- Created and textured the player and enemy models with armor
- Collected animations from Mixamo and implemented them into engine utilizing blend trees
- Created game concept art, marketing banners, a poster, and UI
- Managed scope and directed team meetings for the 16-week project
- Managed sprints and project documentation

2022

KiwiCreme Studios | *Ripple* | Team Lead and Artist

- Created 2D art and UI assets
- Created 3D player model and snake enemies with basic animations polished by another team member
- Designed and created game banner, box art, and poster
- Managed scope and directed team meetings for the 16-week project
- Organized and updated game documents (GDD, ASG, LDDs)