

Anna Vanderpool

Portfolio: akvdesigns.com

Versatile artist with 2 published mobile games. 4+ years Experience in video games, UI/UX, app development, animation, and concept art.

EXPERIENCE

FREELANCE ARTIST & CREATOR

NEW YORK - AUGUST 2021- PRESENT

2D Artist at Weasel Warrior Studios:

- UI/UX mobile design in Figma prototyping for **Popcorn Invasion(2024)**, Popcorn Invasion: Act II, **Magic Match Game (2018)**, Magic Match Reforged, Mind Hack, Apothecary Secrets, and Power Up!
- Concept Art in Photoshop for animation flow, characters, purchasable content and backgrounds for Apothecary Secrets, Popcorn Invasion, and more.
- Implementing 2D and animated assets in Unity, Sprite atlases, optimized for designated platforms (Mobile, Desktop).
- Animation of special effects in After Effects, rigging and animating characters in Spine, and Unity Animate.
- Led small team of JR. artists in conceptualizing to production of skins.
- Designed and created assets for table top game 'Unnamed Card Game'

Youtube Creator:

- Concept art fan work in Photoshop, After Effects, Premiere pro for Legend of Zelda: Tears of the Kingdom/Breath of the Wild with over 200,000 views.
- End to end video production experience including research, custom graphics, thumbnails, storyboarding, script writing, and video editing.

PRODUCTION ARTIST AT IP DEMONS

OSSINING, NEW YORK - APRIL 2019 - NOVEMBER 2021

- Created 3D and 2D infographics, videos and presentations on various tech products, used to explain device mechanics to juries and judges in patent disputes for companies like Samsung, Eli Lilly and Intel.
- Designed 1,000+ assets for the team and company to use across multiple projects in Illustrator, Photoshop, and after effects.

LAYOUT ARTIST AT AMSCAN

ELMSFORD, NEW YORK - OCTOBER 2018 - APRIL 2019 (Contract)

- Worked with both licensed and original artwork to design and create product packaging for major media brands like Disney and Dreamworks.

CONTACT

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SKILLS

Photoshop	Unity
Illustrator	Unreal
Premiere Pro	App Dev
After Effects	Spine
Figma	Sketch
Zbrush	C++
Maya	C#
	Xcode

Education

SUNY ONEONTA

AUGUST 2014 - MAY 2018

Major in **Digital Art** with a minor in **Computer Science**. Graduated with a 3.9 gpa, Provost list, Academic Achievement award, Irene G Posthill Scholarship for Women in Leadership



Anna Vanderpool



@Splatakv



Splatteredcolors