



annakoan@gmail.com

portfolio:
annakoan.com

EXPERIENCE

Senior 2D Artist, Storm8; San Mateo, CA | July 2021 - present

Create environment and interior design concepts for *Property Brothers Home Design*. Develop concept sheets and visual guides for 3D artists.

Art Manager, Pocket Worlds (aka Highrise); San Francisco, CA | Jan 2019 - July 2021

Managed a fully remote art team production schedule for weekly content releases. Created high-quality, top-selling game items from concept to final vector asset, such as clothing, avatar cosmetics, and furniture. Provided detailed, hands-on feedback for remote game artists. Monitored and analyzed content performance data to inform art direction and guide live operations.

Lead Game Artist, Highrise Inc.; San Francisco, CA | July 2015 - Jan 2019

Designed and produced game items for *Highrise Virtual World* from sketch to final vector. Mentored junior game artists (both on-site & remote). Managed art team production schedule.

2D Artist/Animator, Ender's Fund; San Francisco, CA | January 2014 - May 2015

Established visual style and created character portraits, painted background illustrations, designed UI elements, effects animation, game icon, and logo for *Vegas Aces*. Managed and directed art outsourcers. Created vector art, marketing materials, Flash character and effects animation, and UI elements for *Happy Tree Friends: Deadeye Derby*.

Freelance Illustrator, 3 Curious Monkeys | January 2014 - August 2014

Character, environment, and prop design for the 3 Curious Monkeys series. Fully illustrated and designed a children's book for both print and ebook formats. Created detailed style guides and provided both written and visual feedback for artists working on additional 3 Curious Monkeys products.

Game Artist, Scrambled Skies | October 2013 - January 2014

Sole artist for indie iOS game project *Scrambled Skies*. Created all art assets including user interface, backgrounds, characters, and illustrations; also helped design game mechanics, user experience, and performed QA testing.

2D Artist/Animator, StudioExodus | May 2013 - October 2013

Indie iOS game project; Character design, art asset production, 2D character animation.

SKILLS, TOOLS & ATTRIBUTES

- Vector illustration
- Character & prop design
- Digital painting
- Storyboarding/sequential art
- Adobe Photoshop
- Adobe Illustrator
- Basic knowledge of Maya
- Fast learner
- Excellent written & oral communication skills
- Ability to work both independently & collaboratively

EDUCATION

Laguna College of Art + Design, Laguna Beach, CA | 2008 - 2012

Bachelors of Fine Art in Illustration w/ Animation emphasis, Magna cum Laude