**ANITA MCLAUGHLIN**

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**SUMMARY:** Experienced Art Director on multiple video games targeting children and family. Brand manager of art teams on high-visibility properties for both vertical and licensed titles. Specialties include: concept design, illustration and UI design for younger and less experienced gamers.

* Collaborates effectively with game developers to produce creative art layout, UI, and animation for Wii, DS, PS3, mobile games, and young gamer platforms
* Teaches media art skills and concepts with passion for sharing methods and pipelines of the entertainment industry and has a Vocational, Full Time Clear Credential from the Los Angeles County Office of Education
* Evaluates and reviews in-game art assets and animation with an eye for vision, detail, implementation, and feasibility
* Communicates concepts clearly using verbal, graphic and writing skills
* Establishes artistic vision employing traditional and digital media
* Learns quickly and utilizes emerging software and technologies creatively

**SKILLS**

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| Photoshop Artist | Media Art teacher |
| Strong Traditional Art Skills | Maya |
| Microsoft Office | After Effects |
| Game Script/Lesson Plan in Excel | PC and MAC |

**PROFESSIONAL EXPERIENCE**

**Owner /Operator Artopolis Design, LLC 2011-Present**

* Art Directed Disney Interactive Studios Disney and Disney/Pixar Vtech and LeapFrog games including *Brave*, *Toy Story Mania 2, and Cars 2*
* Revised art for Disney and Disney/Pixar marketing materials
* Created graphics for iPhone cases based on Disney films for Performance Designed Products

**Senior Artist/Art Director Disney Interactive Studios 2005-2011**

* Specialized in providing research and reference, creative direction materials, including mockups and storyboards
* Oversaw creative development at external and offshore vendors
* Produced marketing materials such as banner ads for releases
* Directly developed art for Xbox 360 Premium Themes Directly developed art for Xbox 360 Premium Themes
* Projects overseen, Disney/Pixar Properties including: *Cars 2, Cars, Toy Story 3, Toy Story 2, Up, WALL-E, Ratatouille, The Incredibles,* Disney properties including *Disney Channel All Star Party, Princess, Tinker Bell, Club Penguin*

Lead Artist TDK Mediactive 2001-2002

* Assisted Art Director in establishing art style, palettes, designed and created levels
* Designed characters, animation, backgrounds, and levels for *Ultimate Book of Spells* Game Boy Advance

**Game Artist TDK Mediactive 1997-2001**

* Responsible for design, style and execution of character animations, level design, interface design and backgrounds for over 15 published interactive PC game titles including: *Star Trek, Berenstain Bears*

**Freelance Artist 1996-2005**

* Created art assets for the Disney *Pirates of the Caribbean*, mobile game
* Illustrated *Scary Origami* children's book, covers and illustrations for Hal Leonard music books, designed titles and logo for Dan Blatt Productions
* Organized Illustrator's Day for 6 years for the Society of Children's Books Writers and Illustrators

**TEACHING EXPERIENCE**

**Graphic Design/Animation Instructor Los Angeles Unified School District 2003-2005**

* Set up the beginning media program - West Valley Occupational Center
* Taught a basic 3D animation class using Maya - West Valley Occupational Center
* Taught Photoshop - Friedman Occupational Center

**Taught creativity/art workshops for the Society of Children's Book Writers and Illustrators 2000-2002**

**Developed the Art School lessons for the *uDraw Tablet Studio Instant Artist* for game publisher THQ 2011**

**EDUCATION**

**AA El Camino Community College**

**MFA and BFA - Otis Art Institute, Major: Design**

**AWARDS AND EXHIBITS**

**Distinguished Alumni Award El Camino College**

**Bologna International Children's Book Fair Illustrators Exhibition**