

VIOLET KIRK

ILLUSTRATIVE DESIGN

violet.illustrations@gmail.com
315 • 406 • 2911



Graphic Designer - AudioGo

2012-2013

Responsible for design of covers, packaging, web and print ads using both existing photographic assets and novel graphical elements. Involved in asset creation, proofing, print preparation, and resolving print-house issues. Additionally participated on the larger design team responsible for maintaining our extensive web & print catalog.

Lead Artist - Kingmaker Games

2014 -2015

Lead artist for “Celly”, a 2-D educational mobile game. Responsible for concept art, project management, and final character and background art. Additionally responsible for working with animators on technical design decisions affecting asset design and implementation.

Artist - Sundew Studios

2017 - 2018

UI Designer and illustrator for Sundew’s premiere PC & mobile mystery game. Tasks included creating backgrounds and assets for individual levels as well as visually cohesive UI elements across the gameplay experience.

Contract Illustration and Design projects

2007 - Present

Regularly took contracts for character illustration, brand/identity work, and infographics, primarily for print publications. Self-managed to produce finished works on tight deadlines while balancing multiple clients. Worked directly with clients to match their vision, budgets, and timelines.

Skills

Adobe Creative Suite

- Photoshop
- Illustrator
- InDesign

SketchApp & Figma

UI Prototyping

- Proto.io
- Principle

Microsoft Office & Google Docs

- Word
- Excel
- Power Point

Basic HTML / CSS

Comfortable with both MacOS & Windows

Education

Ringling College
of Art + Design
BA in Illustration
2006 - 2010