

Mackenzie J. Peterson

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Character Design | Illustration

EXPERIENCE

Refuge VFX, — Character Designer

September 2016 - October 2016

Created rough and final designs for an alien character in a series of shorts.

Hasbro Inc, — Character Designer

September 2016 - October 2016

Designed characters and provided the finalized reference work for a line of Play-Doh toys.

Bent Image Lab — Character Designer, Storyboarder

June 2016 - September 2016

Designed characters and storyboarded for multiple clients including Puffs Tissues and Bravo.

Aggie Threads — Designer

March 2013 - September 2014

Worked through the design process with clients to create logos, shirts, and posters.

Freelance Work — Illustrator, Character Designer

2010 - Present

Provided illustration work, character design, and concept art for clients on a schedule.

EDUCATION

University of California Davis — Design

September 2010 - March 2014

Studied design with an emphasis on graphics and artwork.

SKILLS

Digital and traditional drawing and painting

Designing and refining characters, objects and environments

Sequential art

SOFTWARE

Clip Studio Pro

Adobe Photoshop

Adobe Illustrator

Paint Tool Sai

Autodesk Maya

Adobe InDesign

Adobe After Effects