

Mackenzie J. Peterson

Portland
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Design | Illustration

EXPERIENCE

Liquid Development—*Digital Artist and Art lead*

February 2018 - Present

Developed a wide variety of assets including backgrounds, props, characters, and outfits for a multitude of different clients and games. Provided guidance and critique to other artists to make sure all material meets client standards.

SuperGenius—*Digital Artist*

June 2020 - Present

Concepted a wide variety of props and developed guidelines for 3d modelers

Hasbro — *Character and Product Designer*

September 2016 - December 2016

Designed characters to fit into an existing line of products.

Bent Image Lab — *Character Designer and Storyboard Artist*

July 2016 - 2019

Created character designs for various client projects as well as storyboarded multiple scenes.

EDUCATION

University of California Davis — *Design*

September 2010 - March 2015

Studied design with an emphasis on graphics and artwork.

CGMA 2D Academy

2013- 2015

Studied sketching, perspective, and painting over the course of several eight week classes.

SKILLS

Designing characters, environments, and props

Storyboard development

Digital illustration and design

SOFTWARE

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Clip Studio Pro

Autodesk Maya

