

EmilyWalus

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EXPERIENCE

Singapore – MIT Gambit Game Labs

Artist, SEPTEMBER 2011 – PRESENT

Create concept work in a collaborative work environment for the game *Snowfield*.

Freelance

DECEMBER 2010 – PRESENT

Storybook illustrations for digital formats.

Daniel Sousa

Background Artist, June 2011 – AUGUST 2011

Assisted in background design for Daniel Sousa's animation, "Feral".

Rip Van Wafels

Art Intern, JUNE 2011 – SEPTEMBER 2011

Designed and developed characters, environments, concepts, and graphics for promotional material.

Clambake Animation

Art Intern, JUNE 2010 – AUGUST 2010

Assisted with character designs and backgrounds for television pilot animations.

RISD Residence Life

Resident Assistant, JUNE 2009-PRESENT

Work with a professional team to oversee over thirty RISD students by providing peer meditation, mentorship, as well as developing community.

RISD Residence Life

Office Assistant, MAY 2009 – SEPTEMBER 2010

Assist in flyer design, filing confidential paperwork, inter-departmental errands, answering phone, and scheduling.

EDUCATION

Rhode Island School of Design, Providence, RI

BFA, Illustration 2012

SKILLS

Traditional Media

Experienced with oil, acrylic, watercolor, gouache, pen & ink.

Digital Media

Macintosh and Windows OS. Experienced in Photoshop, Dreamweaver, ZBrush, Maya, and Microsoft Office. Familiar with HTML, CSS, and Javascript.

Personal

Fluent in both English and Polish.