

MOLLY MALONEY

CONCEPT ARTIST

PORTFOLIO: MOLLYMALONEY.COM

620 JONES #4 12 SAN FRANCISCO CA 94102
608.770.9068 | MOLLYAMALONEY@GMAIL.COM

DRIVEN, ADAPTABLE CONCEPT ARTIST SPECIALIZING IN ENVIRONMENTS
PASSIONATE ABOUT GAMES, STORY AND DESIGN
FURTHERING GAMEPLAY THROUGH CREATIVE AND POWERFUL DESIGN

- Strong fine art foundation in traditional media
- Highly skilled with Adobe Photoshop
- Proficient in 3D modeling & texturing with Maya
- Experienced storyboard sketch artist
- Adept at mimicking existing styles when needed
- Passion for creating imaginative and unique worlds
- Ability to work from design docs with little direction
- Intensive work-ethic, self motivated, love of learning
- Proficient in spoken Japanese language
- Strong communicator, good team player

EXPERIENCE

Environment artist • Character artist • Prop designer • UI artist • Storyboard artist • Comic Artist

BACKBONE ENTERTAINMENT

Concept artist
Gauntlet
Midway Arcade Origins
Defiance (Trion MMO subcontractor)

SONY ENTERTAINMENT

Contract concept artist

ANCHORGATE GAMES

Environment and UI concept artist

2 HERO GAMES

Contract concept artist

EXTRA CREDITS

Artist

EDUCATION & AWARDS

ACADEMY OF ART UNIVERSITY

MFA in Visual Development for Games GPA: 3.7 Pending

UNIVERSITY OF WISCONSIN MADISON

BFA in Fine Art GPA: 3.7 2009
BS in Japanese Language GPA: 3.7 2009
JLPT Level 3 certification in Japanese proficiency 2004

2012 IGDA GDC Scholarship recipient

2012 AAU Spring Show 2nd prize, honorable mention

2007 Bridging Scholarship recipient