

ASHLEY MOSHER

SENIOR ARTIST

✉ ashleymosherart@gmail.com

🌐 www.ashboyd.com

☎ 540-550-7726

📍 Boston, MA

in

www.linkedin.com/in/ashleyvboyd/

An artist with vast experience in creating art assets for mobile games, digital media, animation and print. Leads and mentors junior staff members to exceed individual and team goals. Values teamwork and group harmony. Possesses strong technical skills.

Skills

SOFTWARE

Adobe Photoshop

Adobe Animate

Adobe Illustrator

Blender

Figma

Git

Unity

Spine 2D

DESIGN

Character Design

Concept Art

2D Isometric

Illustration

Marketing Art

2D Animation

UI Art

Education

San Jose State University

BFA Animation/Illustration 2009

Graduated Summa Cum Laude

Employment

N3twork Studios

Senior Artist

Aug. 2021 to Dec. 2023

Creating art assets for mobile puzzle RPG game *Legendary: Game of Heroes*, including UI, marketing, backgrounds and character art portraits in Figma and Photoshop, as well as communicating with and facilitating external vendors.

Artifact Puzzles, Inc

Puzzle Maker & Designer

Aug. 2019 to Sept. 2022

Independent and self-directed production, packaging, and quality assurance of artisan wooden puzzles with a small, in-house factory team.

-Running and maintaining laser cutters.

-Design work for wooden puzzles, creating intricate and unique cuts for each puzzle that reflects the imagery utilizing vector-based programs and testing each design for manufacturing excellence and consistent quality control.

-Communication and feedback with off-site puzzle designers to test and approve puzzle designs in-house.

Kippo (Covalent, Inc)

Artist

Mar. 2021 to Sept. 2021

Creating art assets for an interactive social mobile virtual world *Kippo*, including in-depth isometric backgrounds, characters, avatar clothing, animations and props utilizing Adobe Illustrator and Spine 2D.

LowBrow Studios

Character Designer

June 2014 to Sept. 2022

Designing characters and props for use in 2D animation on a project basis.

-Worked on well-known animated series, including *Adam Ruins Everything*, *Cyanide & Happiness*, *WWE: StoryTime* and *College Humor*.

IXL Learning, Inc

Illustrator

Aug. 2017 to Jan. 2019

Creating illustrations for education modules and learning, with an emphasis on Pre-K grades.

Sketch, design and illustrate educational images in Adobe Illustrator and Photoshop.

N3twork, Inc

Senior Artist

May 2016 to May 2017

Manage outsourcing and art direction for the iOS/Android mobile game *Forever Donuts*.

-Maintain open communication with a team of vendors, scheduling asset production and streamlining art pipeline.

-Create art concepts for buildings, characters, UI and animation with Flash, Illustrator, Photoshop and Sketch.

PopCap Games

Lead Artist

Nov. 2014 to July 2015

Led art direction, and designed and developed in-game art assets for an experimental iOS mobile game, *Boulder Goat*.

-Collaborated with a small team from prototype to launch all artistic aspects of the game, including backgrounds, character design and animation, UI art paintover design, icons, and marketing art.

-Established 2D art pipeline within Unity to ensure optimal performance on mobile devices.

Disney Interactive, Inc

Production Artist

July 2012 to May 2014

Designed in-game assets for social and mobile games across Facebook, iOS, and Android platforms; games included *Disney's Gnome Town*, *Disney's Gnome Village*, *Disney's Hidden Worlds*, and *Disney's Solitaire*.

-Conceptualized and created isometric game assets, including vector backgrounds and props, character art, and icons.

-Designed character art for animation, in-game illustrations, and marketing artwork.

Crowdstar, Inc

2D Artist

May 2010 to May 2012

Designed and developed in-game assets for a diverse group of Facebook social games, including *Hello City*, *Crowdstar's It Girl*, and *Wasteland Empires*.

-Created vector-based building and deco assets, vector-based interactive background environments for characters, clothing, shop items, and concept art for 3D assets. Painted story illustrations and parts icons, and UI.

-Served as Clothing Art Lead for *It Girl*. Scheduled and organized clothing asset production for a team of 3 artists and assisted in technical processing for all art assets.

-Developed video tutorials in asset production for efficient and easy localization.

Redbana U.S.

Production Artist

Jan. 2010 to May 2010

Served as the sole art direction with a Facebook reach application for the dance MMO *Audition*, *Audition Spotlight*;

worked within a small team and created art for an achievement system.