

# Bree Wolf

Email: [breewolfstuff@gmail.com](mailto:breewolfstuff@gmail.com) | Portfolio: <http://breewolfstuff.com>

## Skills

- Tabletop Game Design
- Story Development
- Deadline Management
- Communication

## Tools Specialization

- Spine 2D- 4 years
- Photoshop- 10+ years
- Clip Studio/Manga Studio- 10+ years

## Work Experience

### Writer/Sequential Artist on *Maker Comics: Design a Game!* (2020-2022)

Collaborated with NYU professor for educational graphic novel about game design, combining our respective game design experience. Wrote the book adapting said professor's curriculum for middle grade readers, and illustrated it with this audience in mind. *Design a Game!* was named an honor book in the Oregon Spirit Book Awards for Nonfiction/Informational Text.

### Writer/Sequential Artist on *Hex Americana* graphic novel (2018-2022)

Solo creator on graphic novel published by Iron Circus Comics. Wrote and drew the entire full-color book (350+ pages), which has received a starred review from Kirkus and was featured in the New York Times. Vehicles/sets were designed first as concept art, then modeled in 3D for reference shots.

### 2D Animator on *Queer Quest* (2022-2023)

Collaborated with indie game studio to help them finish their adventure game. Provided 2D rig/animations for character assets created by other artists on team, as well as creating 2D character and background assets.

### 2D Animator for Liquid Development (2018-2020)

Worked on a series of tight deadlines to complete character animation for *Legendary: Game of Heroes*, as well as environment animation for console game *Super Neptunia RPG*.

### 2D Animator and Character Designer on *Stay Awake* Prototype (2017-2019)

Designed 18 characters and animated 6 of them for a Lovecraft-inspired video game prototype. Each character had a robust set of animations for moving/attacking/interacting in 4 directions for top-down gameplay.

### Art/Design Production and Campaign Management on *Tiny Swords SMAASH!* (2017)

Designed original tabletop game and Kickstarter campaign including art assets, rulebook, package design, and marketing materials.

## Education and Training

### **Mentorship at Helioscope Studio**, December 2013-March 2014

Developed professional industry skills including project management and conceptual development of creative works.

### **Northern Kentucky University**, Class of 2013

Graduated with Media Informatics degree, Fine Arts minor, and Honors minor

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**References available upon request**

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## **Work References:**

Benjamin Wilgus  
First Second  
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Allyson Wilsey  
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## **Personal References**

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**References available upon request**