

# Bree Wolf

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

(NDA Portfolio available upon request)

## Skills

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

## Tools Specialization

- Spine 2D- 6 years
- Photoshop- 10+ years
- Clip Studio/Manga Studio- 10+ years
- Blender- 1 year

## 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 Blender for reference shots.

### 2D Animator on *Cards and Castles 2* (2023-2024)

Worked with indie studio Red Team Games for their popular strategy game. Over the course of employment, I designed and animated 50 unique characters in the studio house style.

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

Worked with indie studio Queermo Games on 2D adventure game. Created rig and character animations for based on team's assets, as well as creating original 2D character and background assets.

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

Created character animation for mobile game *Legendary: Game of Heroes*, as well as environment animation for console game *Super Neptunia RPG*. In both cases, this involved collaboration with LD's 2D art department to rig and animate their assets, then preparing final exported files for implementation in Unity.

### Art/Design Production and Campaign Management on *Tiny Swords SMAAASH!* (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**