

Bree Wolf

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PORTFOLIO: <http://breewolfstuff.com>

Work Experience

- **Writer/Artist on Hex Americana graphic novel for Iron Circus Press (2018-present)**

Solo creator on graphic novel signed by Iron Circus in 2017. The entire book (over 350 pages) needed to be storyboarded upfront, with vehicles and sets modeled in 3D for reference shots. Likewise, I am handling the pencils/inks/colors for the final pages.

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

Collaborated with NYU professor for educational graphic novel about game design. Built the book around said professor's curriculum, adapted for middle grade readers, and illustrated it with this audience in mind.

- **Animator for Liquid Development (2018-2020)**

Worked on character animation on Legendary: Game of Heroes, as well as environment animation for console game Super Neptunia RPG

- **Animator and Character Designer for Stay Awake Prototype (2017-2019)**

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

- **Art/Design Production and Kickstarter Campaign Management on Tiny Swords SMAAASH! (2017)**

Designed my second tabletop game, including all art assets and marketing materials, and personally fulfilled over 300 backer orders.

- **Animator for Rise of the Eagle Princess (2016)**

Translated 8 character designs to animated battle sprites ala Final Fantasy, with economical movement to convey personality and abilities, and asymmetrical sprite sets for facing screen-right and screen-left.

- **Animator for Soul Keeper (2016)**

Designed and pixel-animated over 20 unique characters for 2D sidescrolling action game. This included bosses, minibosses, background NPCs, and a player character with a robust animation set. Said player had animations for running, jumping, shooting, melee, with asymmetrical visual design and sets combining multiple actions in a single animation.

- **Art/Design Production and Kickstarter Campaign Management on Tiny Swords (2015)**

Designed first tabletop game, including all art assets and marketing materials, and personally fulfilled nearly 300 backer orders.

Additional Skills-

- **Story Management-** Wrote/drew 350+ page graphic novel (Hex Americana) with multiple complex character arcs and action setpieces inspired equally by Western and Japanese media.
- **Project Management-** Completed and delivered a tabletop game (Tiny Swords), handling 100% of the art, design, marketing, etc., leading to a 200% funded Kickstarter. Project was successfully delivered to all backers, and the project was officially completed under budget and within a year of the initial conceptualization. A second tabletop game (Tiny Swords SMAAASH), developed over a year and a half, was also successfully kickstarted at nearly \$20k.

- **Communication-** Able to speak with clients to help them clearly understand their needs for a project, and to properly manage expectations for turnaround and production flow.
- **Retail Sales-** 5+ years of selling my own comics and games at conventions all across the country means I have tons of experience talking to potential customers and helping them make decisions on what they would like to purchase.
- **Sequential Art and Storytelling-** Able to write and draw a sequential narrative, creating a coherent story efficiently. Applicable to Storyboarding, User Interface, Marketing, etc.

Tools Specialization

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

Education and Training

Comics Internship at Helioscope Studio, December 2013-March 2014

Northern Kentucky University, Class of 2013

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

Additional Awards/Honors

- Frances Zalla Scholarship Award, 2012 (\$800 towards independent study of comics and local culture)
- The Kentucky Governor's School for the Arts, 2008
- NKU Governor's Scholarship, 2009-2013
- BSA Eagle Scout, 2007 (Eagle Palm, 2008)

Work References:

Benjamin Wilgus

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Personal References

Steve Lieber

Helioscope Studio Member

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