

VERONIKA MAYNARD

Concept Artist

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Education

Bachelor's of Fine Arts in Illustration
Savannah College of Art and Design
Savannah, Georgia

Grade Point Average: 4.0
Dean's List: Fall 2022 – present
September 2022 – November 2025

Experience

Resident Assistant SCAD

Savannah, Georgia
August 2023 – Present

- developed leadership skills to effectively build a community of peers
- improved teamwork bonds and efficiency through consistent communication for event organization

Art Tutor Varsity Tutor

Online, Remote
July 2024 – December 2024

- taught students about the principles of design in a simplified manner
- communicated concepts through projects tailored to the student's art level and needs.

Projects

Concept Art and UI Art Castle Drop

Remote
April 2025

- developed character and asset concept art for a game jam in a one week turnaround
- created and revised ideations according to team feedback to make assets fit with the game properly
- collaborated closely with multiple disciplines to create functioning UI that is in style with the game

Pixel Art and Animation Pera: Witch's Apprentice

Remote
March 2025

- developed pixel monster art and animation sprites, as well as their attacks and other visual effects
- created tileable assets for the environment, aligning with the style of the game
- prioritized tasks according to the deadline, as this was a game jam with a quick turnaround

Skills

Soft Skills

- Positive oriented, Strong teamwork, Time management, Problem-solving, Detail oriented

Technical Skills

- Concept art, Rendering textures, Ideation of original concepts, Tight rendering, 3D modeling, Asset creation in studio's style

Software Proficiencies

- Adobe Photoshop, Adobe Illustrator, Adobe AfterEffects, Procreate, Blender, Clip Studio Paint

Languages

Russian, English