

Ashton Scott

Concept and Visual Development Artist

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SKILLS

Conceptual Design | Visual Development | Character Design | Storytelling | Composition
Photoshop | Illustrator | After Effects | Animate | Procreate | Maya | Blender

EXPERIENCE

USC Games

Smoke Break!- 2D Concept Artist

Remote, 2024 - 2025

- Designed Character Concepts to be applied in-game as interactable NPCs.

Project: Cat Cards- 2D Concept Artist

Remote, 2024 - 2025

- Designed Character Concepts to be applied in-game as interactable NPCs.

The Veiled Ones- UI and Texture Artist

Remote, 2024

- Designed User Interface art and textures to be applied in-game.

Drawing Studio Classroom Assistant, Otis College of Art and Design

Los Angeles, CA, 2022 - 2023

- Trained students in form and perspective using traditional and digital mediums.

Digital Art Class Assistant, Orange County School of the Arts,

Santa Ana, CA, 2019

- Introduced students to the basics of Adobe Photoshop.
- Demonstrated key elements to creating dynamic character designs.

EDUCATION

Otis College of Art and Design

BFA, Game and Entertainment Design

2020 - 2024

Dean's List

Presidential Scholarship

Orange County School of the Arts

High School Diploma, Digital Media

2016 - 2020

LANGUAGES

English

Native proficiency

French

Professional working
proficiency