

Ashton Scott

Concept and Visual Development Artist

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LA-based concept artist focused on creature and character design, looking for new game and entertainment opportunities. Hardworking and reliable with strong abilities in quick learning and communication. I offer professionalism, work readiness, and dedication. Highly organized, proactive, and punctual with a team-oriented mentality.

SKILLS

Conceptual Design | Anatomy | World Building | Visual Development | Storytelling
Photoshop | Illustrator | After Effects | Animate | Procreate | Maya

WORK EXPERIENCE

The Veiled Ones- UI and Texture Artist, USC Games

Los Angeles, CA, 2024

- Designed User Interface art for a flashlight battery and notebook scrap assets.
- Created designs for traditional Turkish Lace to be applied as an in-game texture.
- Designed User Interface art for the 'Game Over' Screen

Drawing Studio Classroom Assistant, Otis College of Art and Design

Los Angeles, CA, 2022 - 2023

- Taught basics of form, perspective, and composition using traditional and digital mediums.
- Prepared instructional materials and classroom displays for professors.
- Assisted students with critiques and demos.

VOLUNTEER

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

Santa Ana, CA, 2019

- Introduced students to the basics of Adobe Photoshop.
- Aided in teaching life drawing and gestures.
- Demonstrated key elements to creating dynamic character designs.

EDUCATION

Otis College of Art and Design

BFA, Game and Entertainment Design

Los Angeles, CA 90045

2020 - 2024

Dean's List

Presidential Scholarship

Orange County School of the Arts

High School Diploma, Digital Media

Santa Ana, CA 92701

2016 - 2020

LANGUAGES

English

Native proficiency

French

Professional working proficiency