



# KEVIN KUSKIE

CONCEPT ARTIST AND ILLUSTRATOR

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<https://kuskiearts.weebly.com/>

## PROFILE

I am a Concept Artist and Illustrator. My life long motive is to create spectacular visuals for video games, animation and film that evoke storytelling and imagination.

## WORK EXPERIENCE

### COLOR AND LIGHTING BACKGROUNDS

Lucan Visuals | February 2021- March 2021

Provided color and lighting to backgrounds that were pre-sketched for an unannounced project. Cooperated with the art director in order to match the projects art style, exchanged ideas, and meet the projects deadline.

### CONCEPT ARTIST/ ILLUSTRATOR

Factions Battle Grounds | July 2019- July 2021

Illustrated and conceptualized environments for a board game. Worked with the art lead to establish and evolve the overall art style of the project. Provided ideas and feedback when appropriate.

### CONCEPT ARTIST

Fenix Fire Entertainment | April 2018- October 2018

Conceptualized a wide variety of assets for Osiris New Dawn and other unannounced projects including but not limited to characters, creatures, environments, and props. Communicated and worked with art director and other concept artist to exchange project ideas and meet deadlines.

### MEDIA ARTS AND ANIMATION TUTOR

Art Institute of California Inland Empire | 2017- 2018

Taught and reviewed the fundamentals of art to students. Provided draw-overs and feedback to help push student work. Assisted professors in class with students that needed help.

## EDUCATION

Art Institute of California Inland Empire  
Bachelor of Science in Media Arts and Animation

## SKILLS

Concept Art  
Illustration  
Environment Design  
Character Design  
Prop Design  
World Building  
Pixel Art  
Anatomy

## PROGRAMS

Adobe Photoshop  
Adobe Illustrator  
Blender  
Maya

## REFERENCES

### TONY CERVANTES

Senior Technical Artist  
acervantes@blizzard.com

### CESAR GUTIERREZ

3D Animator  
cesargart96@gmail.com

### TRAVIS NGOV

3D Character Artist  
ngov3d@yahoo.com