

# ABI SAVAGE

PRODUCTION ARTIST

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## SKILLS

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Professional Skills: Visual Development | Sketching | Illustrations | Branding | Marketing | Graphic Design | Toy Design | 3D modeling | Product | Fonts | Print | Project Management

Technical Skills: Photoshop | Illustrator | InDesign | Blender | Jira | Trello | Adobe Design Suite | MS Office Suite | Canva | G Suite | Outlook | Acrobat

## EXPERIENCE

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### PUNCH STUDIO

Production Artist

Mar 2022 - Current

- Developing marketing and packaging for stationary and home good products based off of existing branding guidelines using Illustrator and Photoshop
- Quality assurance for consumer goods, digital prints, and Punch brand identity
- Preparing artwork for consumer products according to overseas factory specifications
- Creating mockups of consumer goods for internal and marketing purposes
- Managing multiple projects and deadlines in collaboration with designers

Freelance Illustrator and Designer

Sep 2019 - Current

- Designing assets such as props, characters, buildings, and environments
- Sketching and creating turnarounds of assets in 2D and 3D
- Storyboards, Illustrations for children's books and product design for female products

Otis College of Art & Design

Teaching Associate

Jan 2021 - May 2022

- Overseeing student designers working with USC students on video game startups

Treyarch Studios

UI Artist

Jun 2019 - Aug 2020

- AAA Titles: Call of Duty: Black Ops Cold War, Call of Duty: Black Ops 4 DLC
- Designed and implemented 2D game assets and widgets using proprietary software
- Painted keyframe illustrations for in-game use and created layout mockups for menus

## EDUCATION

Otis College of Art and Design

BFA in Digital Media - Entertainment Design

May 2018