



Kaori Takagi

UI Artist / Illustrator
kaoritakagiart@gmail.com

www.kaoritakagi.com

I am...

A dedicated and self motivated UI artist focused in game development. Has extensive skills and experience in concept art, UI, icon, and prop design.

Experience

- 10.2016-Current **UI Artist - Marvel Strike Force**
[Scopely \(former Disney and Fox Next Games\)](#)
- Los Angeles, CA.
- Creating UI for the new feature such as Sync PvP, ISO-8, and Costumes. Provided works from UX exploration to the final mock under the Designer and the client's supervision. Creating UI assets to implement in Unity.
 - Creating in-game assets for Marvel character's unique ability, gear, and resource icons.
 - Designing key art for in-game features and events, collaborating with the 3D artist and UI artist.
 - Communicate thoroughly with outsourcing company by giving feedback and suggestions to maintain the quality of work
 - Integrate art assets in Unity and verify they are outputted in respective quality.
- 03.2015-03.2016 **2D Artist - Katy Perry Pop**
[Glu Mobile - Long Beach, CA.](#)
- Communicated closely with designers and the lead artist to create unique backgrounds and content with strict guidelines in mind.
 - Implemented a complete background to Unity and set up a scene to parallax.
 - Mentored and supported the Jr artist in the team by providing constructive suggestions, tips and feedbacks.
- 01.2015-06.2015 **Freelance Game Background Artist**
[MobilityWare-Irvine,CA.](#)
- Communicated remotely with the art director to design backgrounds for their casual casino iOS game.
 - Followed strict guidelines to integrate assets in the game. Successfully delivered concept sketches, color studies, and final digital files for slot machine and bingo game.
- 09.2014 **Freelance Illustrator**
[Independent Client](#)
- Painted illustration pieces for 2D commercial animation.
 - Designed backgrounds, props, characters, and rigging preparation for animation.

Skills and Tools

Photoshop
Illustrator
InDesign
Unity
Flinto
Texture Packer
JIRA/ Agile
Microsoft Office

Knowledge of game pipeline
Collaborator
Punctual deadlines
2D and concept art for game
Digital Illustration
Bilingual in English/Japanese

Shipped Title

- 03.2018 - [Marvel Strike Force](#)
Scopely
- 12.2015 - [Katy Perry Pop.](#)
Glu Mobile
- 06.2014 - [This Means War!](#)
TapZen

Education

Bachelor of Fine Arts
Art Center College of Design
Pasadena, CA.
Illustration/ Entertainment Arts



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Experience-Continued

- 08.2014-09.2014 **Freelance Artist**
[Oddbot, Inc. -Los Angeles, CA.](#)
 - Painted storyboards for Dreamworks unannounced IP.
 - Designed logo and props for Oddbot unannounced IP.
- 06.2014 **Freelance Character Designer - This Means War!**
[TapZen -Los Angeles, CA.](#)
 - Communicated with art director and redesigned pre-existing characters into cute, chibi-style catered to players in Asia.
 - The process included rough sketch, refined sketches with revision, and final render.
- 11.2013-05.2014 **Jr. Illustrator - Nabi exclusive content**
[Fuhu Inc.-El Segundo, CA,](#)
Developed visual development, character design, and miscellaneous game assets for their exclusive software: Blue Morpho, Wings, Mini Series and unannounced IP.
- 07.2013-11.2013 **Game Concept Artist**
[ZQ Game-El Segundo, CA.](#)
 - Coordinated with the art director to create art assets for an upcoming iOS game.
 - Designed UI pages and assets such as buttons, icons, logos, and background.