

BREEN HEATH

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MAR 2021 - PRESENT

STORYBOARD ARTIST & REVISIONIST @ VOLTA ANIMATION

Produced work utilizing Storyboard Pro, and Blender.
Boarded VFX and Cinematics for Games.
Boarded, Revised, and timed work for Mech Cadets.
Genres Worked: CG, Sci-fi, Fantasy, Comedy, Action, and Horror.

AUG 2018- NOV 2019

LEAD ILLUSTRATOR & GAME DESIGNER @ YES OUR KIDS CAN

Produced work utilizing Photoshop, and Clip Studio Paint.
Illustrated Characters and props for games and a 10+ page book.
Programmed educational games, while assisting in art department.
Genre: Preschool, Education

JAN 2010 - PRESENT

FREELANCE ARTIST

VARIED CLIENTS

Positions Worked: Storyboard Artist & Revisionist, Viz Dev, Prop and FX Designer, Character Designer, Illustrator, Product Designer, Graphic Designer, & 2D Game Artist.
Genres: CG, Sci-fi, Fantasy, Comedy, Action, Horror
Experience as an artist and programmer in games and shows.

EDUCATION

2014 - 2018

NORTHWEST VISTA COLLEGE

AAS Game Development
AA Liberal Arts & Sciences
Certificate in Concept Art
Certificate in Game Production

SKILLS

C#, Html, Css, Javascript
Clip Studio Paint
Adobe Photoshop
Storyboard Pro
Blender 3D
Unity



THANK YOU!



[LINKEDIN.COM/IN/BREEN-HEATH/](https://www.linkedin.com/in/breen-heath/)