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# emi hartana

**BG PAINT AND COLOR DESIGN** 

### SKILLS

#### Technical

Background Paint Color Styling Visual Development 2D Illustration 3D Modeling

#### Personal

Communicative Receptive to critique Self-motivated Consistent with deadlines Adapts new styles quickly

#### Programs

Photoshop Illustrator InDesign Blender ZBrush

## EXPERIENCE

#### **Floyd County Productions**

# Marvel's Hit Monkey | Color Script, Background Paint

September 2019 – March `21

- Painted backgrounds based off of 3D rendered layouts.
- · Designed backgrounds, assets and signage.
- Worked closely with art direction to establish the palette and lighting of key scenes and create a color script for background painters to follow.

#### Dicktown | Background Paint

March – April `19

- Painted backgrounds from drawn layouts according to a style guide.
- · Edited and updated backgrounds created by previous artists.

# America: The Motion Picture | Color Script, Background Paint June 2018 - September `19

- Matched a variety of paint styles during pre-production.
- $\cdot\,$  Designed and painted assets and 3D model textures.
- Worked with a small team to create a full color script for background painters to follow.

#### Hasbro

#### iPlay | Concept Artist

June – August 2016

- Concept artist on Integrated Play for Hanazuki and an unreleased brand.
- Created application assets, character designs, product sketches based on the brands' style guidelines.
- $\cdot\,$  Worked with art directors, sculptors, and product designers.

#### Freelance

June 2010 – Present

- Worked with various clients such as Filament Games, Explorer Games, and private individuals.
- $\cdot\,$  Joined independently organized anthology projects and created
- illustrations for print.
- $\cdot\,$  Negotiated deadlines and rates.
- Designed characters and assets in a variety of styles and formats to clients' specifications.
- · Collaborated with small teams to match artwork styles.

### **EDUCATION**

#### Rhode Island School of Design

2013 — 2017

- BFA in Illustration
- Studied contemporary fields such as visual development, editorial, foundational drawing, and digital art skills.
- Took out of major classes in graphic design and traditional animation.