



GIL VERMILION

UI ARTIST

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

SOFTWARE PROFICIENCIES



GAME PROJECTS

Witch's Garden / UI Artist

June 2019 - Current - Solo Project

- 2D gardening and match-3 app game
- Created/concepted ALL assets
- (Current) Implementing assets into Unity

Schemes: The Last Card / Character Designer

December 2018 - April 2019 - 11 Person Student Team

- 2D card-based game with an anime flair
- Designed sprite-based characters
- Multiple expressions/actions

Takowana County / UI Artist / Concept Artist

January 2018 - December 2018 - 16+ Person Student Team

- 3D Cryptid-hunting mystery game
 - Created/concepted assets for Journal UI and HUD
 - Character designer/concept artist
 - Character Artist, first person hand modeller
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EDUCATION

DigiPen Institute of Technology

- Graduated April 2019
- BFA in Digital Artist and Animation

Green River Community College

- Running Start Program
- Painting and Drawing classes

SKILLS

- UI concepting and creation
- HUD development
- 3D and 2D concepting for UI
- Collaboration with teams and UI/UX designers

