

Cailey Pokrzywa

Concept Artist | Illustrator

Contact

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Portfolio available at: caileyp.com

Education

ELVTR
2D Game Artist Course
Top of class
2025
Massachusetts College of
Art and Design
Brookline, MA
BFA Major - Illustration
Minor - Creative Writing
2018-2022
Academic honors

Objective

Aspiring 2D Generalist/Concept artist with a passion for visual storytelling and character design. Interested in a 2D generalist or concept artist position within a gaming studio.

Skills

Conceptual Work & Visual Development

Experienced in character design, world building and storyboarding.

2D Game Asset Creation

Experienced in creating assets, sprite sheets and backdrops that align with artistic and gameplay requirements.

Basic Unity & C# Knowledge

Understanding of game development/ in-game fundamentals using Unity engine and C#.

Digital Tools Proficiency

Proficient in: Procreate, Adobe Illustrator & Photoshop, InDesign and Clip Studio Paint.

Detail Oriented Illustration

Experienced in crafting detailed illustrative work for various types of clientele.

Experience

2024 - Present

Independent Game Developer and Visual Artist

Currently independently developing "Morto, a visual novel exploring themes of love and loss. Created and refined conceptual art, character designs, and storylines, illustrating a deep understanding of visual storytelling in the gaming industry.

2024 - Present

Character and Concept Artist - "Big Shot & Friends"

Currently working with the creator of the animated show "Big Shot & Friends" on character design and character turnarounds.

2024 - Present

Freelance Character Designer and Comic Artist

Currently working with multiple independent authors and clients creating character and environment designs. Has illustrated a variety of character models and fully rendered comics pages. Currently contracted for the three part comic series: "The Unity" by Cerberus Comics.

2024

Pencil Artist and Comic Flatter - Mt. Sinai Medical Comic

Produced pencil sketches and flat color work alongside Boston University's Visual Narrative program.

2023

Self-Published Graphic Novel "UNDERDOG"

Author and Illustrator of this project. Formatted all visual elements of the project in InDesign to create a final proof for print.

2023

"OWL D" Children's Book Illustrator and Designer • Guru.com

Formatted the overall book layout, formatted 11 pages of text, created 16 page illustrations, completed front and back cover illustrations, a preface text page, and an author page illustration. Provided a ready-to-upload KCB file for the client to publish this book on Kindle.

2019 - 2020

Teaching Assistant • MassArt

Assisted Professor Richard Allendorf with a media techniques class. Led an acrylic transfer demo for students. Managed online Zoom meetings for professors to keep the class running smoothly and efficiently.

2017-Present

Graphic Designer (Consultant) • 3C Publications LLC

Created client logo designs, art for print material (business cards, brochures, postcards, and posters) as well as concept sketches to final renders.

2020

Freelance Designer • Debra Daleo's Team Coldwell Banker

Provided multiple sketched mock-ups for client
Executed a finalized logo design.

2019

Studio Assistant • JACCS Art

Assisted Jennifer Ann Cooper-Cullinane with ceramic work while helping guide kids through art lessons/classes.

Cleaned and organized greenware, kept studio organized and clean
Assisted and handled the studio's social media pages.

