

PROFILE INFO

Emma is a versatile concept artist with 7 years of experience in games, television, and film with a track record of delivering cohesive visual development from art direction to storyboarding. Experienced in producing visual guides, storyboards, production callouts, and color scripts that align cross-functional teams around a unified creative vision.

ACHIEVEMENTS

Academy Award Winner

Best Live Action Short Film
Illustrator, 'The Singers', 2026

Production Design Initiative

Art Directors Guild (2023-2025)

EDUCATION

Concept Art & Design

Courses from Brainstorm
and Syn Studio (2023-2026)

Bachelor of Fine Arts in Production Design & VFX

University of North Carolina
School of the Arts (2019-2023)

SKILLS

Software

- Blender
- Maya
- Substance Painter
- 3D Coat
- ZBrush
- Photoshop
- Procreate
- Illustrator
- After Effects

Strengths

- Storyboarding & Animatics
- Historical Architecture expertise
- Game Design & Development (UE5)
- Production Pipeline Management
- Multi-Style Adaptability (realism, semi-realism, illustrative)
- Visual Guide & Color Script Creation

RECENT PROJECTS

ENVIRONMENT CONCEPT ARTIST

SPACEX - MISSION TO MARS

- Created concept art for SpaceX's Mars Mission, including the Mars base layout, colony designs, key art for both external advertising and internal design development (Created in Unreal Engine 5).
- Establish art style, tone guides, sketches, 3D blockouts, thumbnail iterations, environmental callouts, and final key-art concept pieces.
- Delivered visual inspiration to internal and external stakeholders, serving as a key creative voice throughout development.

VIS-DEV / CONCEPT ARTIST

'ALTERED STARS' CHRONICLER SOFTWARE

- Drove visual development for an upcoming sci-fi video game IP. Utilized 3D modeling, mechanical animations, and created physical prototypes of puzzles/props to validate real-world functionality.
- Collaborated with art directors, writers, and game developers to translate interactive concepts into visually striking, mechanically grounded visual systems that could be utilized in various environments throughout the game's world.

ART DIRECTOR & CONCEPT ARTIST

MINUTES TO MELTDOWN

- Defined the game's core art direction, producing visual guides, color scripts, and style documentation to ensure consistency across the production pipeline.
- Collaborated with developers to deliver character, environment, and gameplay concepts from initial sketches to finished illustrations.
- Created cohesive 2D and 3D concept art across stylized and semi-realistic styles using Blender, Photoshop, Unreal Engine, and Substance Painter.

STORYBOARD ARTIST

FALLOUT

- Created storyboards for marketing materials, translating the franchise's post-apocalyptic tone into cinematic sequential storytelling.
- Maintained visual consistency with established franchise identity while meeting production timelines and marketing objectives.

STORYBOARD ARTIST

PERSONA 4 REVIVAL

- Created animatics and storyboards for Gamescom 2027 and release trailers.
- Rapidly iterated from thumbnail sketches to polished boards, balancing creative vision with tight production timelines.

STORYBOARD ARTIST

CODE VEIN II

- Captured the franchise's dark, anime-inspired aesthetic in cinematic storyboards.
- Balanced visual consistency with the established Gothic action RPG and the director's creative direction for the trailer.

ART DIRECTOR, CONCEPT ARTIST

COI LERAY - TOURING STAGE DESIGN

- Created visual guides, storyboards, production callouts, and color scripts to align the department heads around a unified creative vision.
- Lead the Art Department team to source, build, and create the stage design.
- Designed and developed the full stage concept for Coi Leray's live performance, from initial sketches to finalized visual direction.
- Created detailed concept art and mood boards to align the stage aesthetic with the artist's brand and performance energy.

ILLUSTRATOR

'CITADEL' AMAZON PRIME

- Created concept thumbnails, reiterations, and final illustrations of spy gear props for the main characters.
- Recreated final illustrations of 'blueprint style' breakdowns with interior mechanism callouts for set decoration.
- Modeled and fabricated select spy gear to be used as set decoration.