

LUKE BEATRICE

www.LukeBeatriceArt.com • LukeBeatriceArt@gmail.com • (774) 270-5100

SUMMARY

Illustrator, animator, concept artist, game artist, comic illustrator, filmmaker, graphic designer, and dungeon master with over a decade of experience communicating through pictures, telling stories, and bringing thoughts to life.

ACCOMPLISHMENTS

- **Illustrated over 1,000 comic pages** for print and digital publishing
- **Director, sole artist and animator for an award-winning animated short**
- Art director of 9 animated shorts
- **Lead artist on 6 video games** ranging in platforms, genres, and styles from desktop pixel farming game to mobile life sim to fantasy 3D VRMMORPG
- **Sole proprietor** of a small business for 10 years
- **Raised over \$25,000 through crowdfunding** for creative projects
- Self-published 10+ books and comics
- **BFA in Animation and Motion Media** (May 2023) Magna Cum Laude; creative writing minor

CAREER PROFILE

ART LEAD AT TILTED MILL ENTERTAINMENT (*May 2025 – Present*)

2D isometric city-building video game

LEAD 2D AND CONCEPT ARTIST AT RESOLUTE GAMES (*June 2024 – May 2025*)

Virtual reality massive multiplayer online role-playing game

2D ARTIST AT INFINIGODS GAMES (*May - December 2022*)

Started as a 3-month intern, grew into a contract position

FREELANCE ARTIST, ANIMATOR, AND DESIGNER (*2017 - present*)

Clients Include GoOn Entertainment, Concord Teacakes, Very Big Comics, Crosscut Games, Out Metrowest, Arlington Rainbow Commission, Rebecca Minor LICSW, PopCultAnimeCon, The Emotional Intelligence Institute, Sigil the Series and more

FOUNDER, DIRECTOR, LEAD ARTIST AT UNDERDOG COMICS (*2015 - 2020*)

REFERENCES

Jon Samples • Lead Engineer at Tilted Mill • JJSamples10@gmail.com

Mack Fox • Lead Artist at Resolute Games • MackFoxOfficial@gmail.com

Paul Nirenberg • Lead Designer at Resolute Games • PaulKNirenberg@gmail.com

Mat Willows • Creative Director and Game Designer at Infinigods • Mat.Willows@gmail.com

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SOFTWARE PROFICIENCY

- **Art** (Adobe Suite, Toon Boom Suite, Clip Studio Paint, Krita, Aseprite, Moho, Spine)
- **Office** (Microsoft Office Suite, Google Suite, Azure Dev Ops, Monday, Discord, Slack)
- **Game Engines** (Unity, Unreal, GitHub)

TECHNICAL SKILLS

- **Illustration** (book covers and interiors, comic covers and interiors, visual development, concepting for 3D, board and tabletop game art)
- **Animation** (hand-drawn 2D animation, puppet 2D animation, storyboarding, art direction, video editing, v/o direction, SFX and sound design)
- **Video game art** (historical, fantasy, pixel, VR, city-building, game design, art direction, v/o direction, SFX and sound design)
- **Graphic design** (brand design, UX/UI art and design, web design, typography, book design, book cover and interior layout, board game layout)
- **Print media** (preparing digital files for print, merchandise manufacturing)

BUSINESS SKILLS

- **Project management** (self-motivation, analysis and problem solving, expert time management)
- **Collaboration** (critique and feedback, management of creative teams, conflict-resolution)
- **Operations** (record keeping, entrepreneurial business development, budgeting, data entry and organization)
- **Sales** (online marketing, product manufacturing, in-person sales at conventions and festivals)