




# Ann Manly

Concept and Game Artist

San Francisco, CA

 aemanly@gmail.com

 annmanly.com

 @annmanly

Professional artist with a wide range of skills, specializing in concept and 2D game art. Adept at taking a brief from initial sketches to game ready assets. MFA from The Academy of Art in Visual Development and BFA from Stanford University in Studio Art. Additional experience with Marketing Art, UI and 3D Modeling.



## Work Experience:

Highrise, Inc. (San Francisco, 2017-Present)

Company: Social, virtual world game for mobile.

Position: **Game Artist**- Designs and creates 2D vector assets, avatar clothing, virtual world objects and environments, UI elements and marketing art. Develops art style and branding for the product. Analyzes performance of new releases to develop future project strategies. Works across multiple teams to contribute to product development and live operations in app.

Spaceswept VR Game, (San Francisco, 2016)

Company: VR game produced by game design students at Academy of Art.

Position: **Environment and Prop Designer** - Created concepts for space ship interiors for use by 3D modeler.

G2S Creative Workshop (Beijing, 2013)

Company: A commercial agency that produces websites, video, motion graphics and photography for clients such as BMW, HP, Microsoft, Samsung and Olay.

Position: **Creative Intern** - Responsible for graphic design and animation projects. Created storyboards for television commercials.

ChangeLabs and ARPA-E (Stanford University, 2012-2013)

Company: Group of students and professors studying effective interfaces for behavioral change. Funded by the US D.O.E.

Position: **Lead Interface Designer** - Managed a team responsible for the UI design of 3 Facebook apps.

Red Nova Labs (Kansas City, 2011)

Company: Web development and marketing agency.

Position: **Graphic Designer** - Used Adobe Illustrator to create graphics and UI for 5+ websites. Created vector characters and props to be used as clip art.



## Education:



Academy of Art University  
2013-2016

Degree: MFA Visual Development  
for Games and Animation



Stanford University  
2009-2013

Degree: BFA Studio Art



## Credits and Awards:

- Academy of Art Spring Show - Visual Development Environment and Prop Art Honoree (2016)
- Academy of Art Spring Show - Animation Background and Layout Design Runner Up (2015)
- Angel Grant from Stanford Undergraduate Research Association to illustrate/print a graphic novel (2011-2012)



## Extracurricular Activities:

- Women in Animation, Member (2016-2019)
- AAU Women in Visual Development Club (2013-2016)




## Skills:

Beginner

Intermediate

Expert

Adobe Creative Suite (Photoshop, InDesign and Illustrator) 

3-D Modeling (Zbrush, Maya) 

Video Editing (Final Cut Pro, iMovie) 

Programing (C++, Java, Javascript, HTML) 