



# ROBYN HALEY

Concept Artist - Animator - Illustrator  
RobvnAHaley@gmail.com www.RobvnHaley.com

**Profile** 6+ years of game industry experience as a concept artist and co-founded the company Paralune LLC, which shipped the critically acclaimed game Mythic Ocean.

Skills	<ul style="list-style-type: none"><li>• Character Design • Environment Design and Painting • Prop Design • Illustration</li><li>• Character Animation • Proficient in UV mapping, Texturing, Modeling, and Rigging</li></ul>
Software	<ul style="list-style-type: none"><li>• Unity • Unreal Engine 4 • Maya • Blender • Photoshop • Illustrator • After Effects</li></ul>
Experience	<p>Co-Founder. Paralune LLC. 2016 - present</p> <ul style="list-style-type: none"><li>• Responsible for character design, modeling, uv-mapping, texturing, normals, rigging, animation, Blueprint scripting, and engine implementation of art assets.</li><li>• Shipped Mythic Ocean on PC for Steam and Itch.io 01/09/20</li><li>• Illustrated watercolor paintings and implemented them in-game.</li><li>• Illustrated and managed digital marketing assets and promotional art.</li></ul> <p>Concept Artist. Maestro Interactive Games. 2014 - 2015</p> <ul style="list-style-type: none"><li>• Created concepts for environments, creatures, characters, interiors, and props.</li><li>• Worked with level designer and engineers on environment layout and implementation.</li><li>• Animated environmental elements using the Unity 2D engine.</li><li>• Created the main character model for Nintendo Wii U game “Percy’s Predicament.”, including texture, rig, and animation.</li></ul> <p>Art Director (Contract). Blue Marble Game Co. - Altadena, CA. 05/11- 12/11</p> <ul style="list-style-type: none"><li>• Directed and visually developed art based on study of target audience’s preferences.</li><li>• Refined preexisting art assets and created 2D character animations and environments.</li></ul> <p>Concept Artist. Studio Digital Bee. Austin, TX. 03/10 - 08/10</p> <ul style="list-style-type: none"><li>• Lead artist for 2D assets, prop designs, and environments.</li></ul> <p>Freelance Work 2009 - present</p> <ul style="list-style-type: none"><li>• Twisted Gaming • Texicon • Chilly Dogs ATX • Tiny Courage • KuralCorp • Gypsee Games</li><li>• RIPT Apparel • TeeFury • Bombshell Miniatures</li></ul>
Publications	Keilah West: The Worlds Greatest Klutz (2013) • Dates! Anthology (2015) • Dirty Diamonds #8: Sex (2017) • Dirty Diamonds #9: Being (2018) • Dirty Diamonds #10: Death (2020)
Education	Savannah College of Art and Design- Savannah, GA 03/09 Bachelors of Fine Arts, Animation – Magna Cum Laude