



## Charlotte Raymond (Tarlitz)

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### Education

2003 - 2007

#### Otis College of Art and Design

Concentrated studies in Fine Arts, Communication Arts; emphasis in Illustration

### Experience

2020 - present

#### Floor 84 Studio, LLC

Lead 2D Game Artist

I provide full-service 2D art across all of our projects. This includes concept art, graphic design, UI design, animation and illustration across numerous mobile and html5 games. I also help with scheduling, provide vision and feedback and directly manage our team.

- **Lead Artist** - 30+ projects, with clients spanning iconic franchises such as Disney, Mattel, Warner Bros and Amazon.
- **Art Director** - *Play Cats: Friend Rescue* on Roblox; 50 million+ plays and 92% rating to date.
- **Lead Artist** - *Play Cats: Adopt*, *Play Cats: Tag*, and *Play Cats: Hide and Seek* on Roblox; 8 million+ plays to date.
- **Lead Environment Artist** - *NBA Avatar Catalog*; official NBA experience on Roblox 94% rating.

2014 - 2020

#### PinCraft, Inc.

Illustrator

I conceptualized and illustrated pins and merchandise for Hard Rock Cafe across all locations internationally.

- Clients also included Sanrio's Hello Kitty and Disney.
- Developed hundreds of designs for manufacture to date.

2012 - 2014

#### Jet Morgan Games

Art Director

I created art to fill a number of needs from illustration to environment design, concept art, in-game assets, UI, graphic design and animation. I oversaw all of our projects and led our team in keeping us on-brand for licensed work and on time for deadlines with an unflagging passion for quality.

- **Lead Artist** - Projects for Disney, Mattel, Spinmaster, Hasbro and Activision.
- **Art Director** - Over 20 games, websites, apps and projects for mobile, web and tablet.
- **Producer / Artist** - Hasbro's *See Yourself as an Equestria Girl: Rockified* and *Equestria Girls: Repeat the Beat*, Mattel's *Ever After High: True Hearts Matchmaker*.
- Pitched, produced, art-directed, did the game design for and was lead artist on Disney's popular *Frozen: Double Trouble* game for web and mobile.

2011 - 2012

#### Numedeon Games, Inc.

2D Game Artist

I developed 2D visual assets from initial idea to development and publication of final art. This included characters, icons, page layouts, in-game items, environments, sprite animation and typography for their *Whyville* and *Humanaville* games.

2008 - present

### **Freelance Contract Artist / Gaming Reporter, Various Clients**

I was commissioned to create many illustrations, logos, storyboards and other artworks during this time – the most notable of which are listed below. I also have been published many times over as an accomplished video games reporter.

- **Illustrator** – *Kid with the Cape* children’s book written by Edward Bereta.
- **Illustrator** – ChangYou Games; designed 6 illustrations of their character “Jenny” for the *Blade Wars* game website.
- **Game Artist** – *Playsets* mobile fantasy RPG app; created many 2D enviros, props and characters.
- **Game Reporter** – [www.icrontic.com](http://www.icrontic.com); E3, CES, Blizzcon.

### **Skills**

- Conceptualizing artistic designs to bring to life interesting, memorable worlds, items and brands
- Expertise in Adobe Photoshop, Adobe Illustrator, and After Effects.
- Some Unity and Blender knowledge. Understanding of 3D principles.
- Experience developing content for web, mobile, tablet, html5, print, and physical merchandise.
- Strong foundation in traditional media (drawing and painting).
- Excels in communication, organization, and ability to adhere to deadlines; works well under pressure.
- Team-oriented, self-motivated and responsible. Confident in leadership roles with an upbeat, success-driven attitude.

