Ashton Scott
Concept and Visual Development Artist

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2D Artist passionate about concept design in fantasy and horror genres.
Highly organized and punctual with a team-oriented mentality.

SKILLS

Conceptual Design | Visual Development | World Building | Storytelling | Composition
Photoshop | Illustrator | After Effects | Animate | Procreate | Maya

WORK EXPERIENCE

USC Games
Smoke Break!- 2D Concept Artist
Remote, *2024*

Project: Cat Cards- 2D Concept Artist
Remote, *2024*

The Veiled Ones- UI and Texture Artist, USC Games
Remote, *2024*
• Designed User Interface art and textures to be applied in-game.

Drawing Studio Classroom Assistant, Otis College of Art and Design
Los Angeles, CA, *2022 - 2023*
• Trained students in form and perspective using traditional and digital mediums.

VOLUNTEER

Digital Art Class Assistant, Orange County School of the Arts,
Santa Ana, CA, *2019*
• Introduced students to the basics of Adobe Photoshop.
• Demonstrated key elements to creating dynamic character designs.

EDUCATION

Otis College of Art and Design
BFA, Game and Entertainment Design
2020 - 2024
      Dean's List
      Presidential Scholarship

Orange County School of the Arts
High School Diploma, Digital Media
2016 - 2020

LANGUAGES

English
Native proficiency

French
Professional working
proficiency