

Molly Bailey

Illustration
United States

View the full portfolio at <http://www.thecreativefinder.com/darthemoll21>

Professional Experience and Curriculum Vitae

With six years of professional experience in production and art education, and with a recent Master of Arts in Illustration. My unique background combines hands-on knowledge of such core graphic design tools as Adobe Photoshop, Illustrator, InDesign, and Dreamweaver with a broad artistic skill set across the spectrum of traditional art media and craft techniques. A sample of my achievements includes:

- Completing a well-received Master's project in character concept art illustration and full design development for a novel-to-feature film adaptation.
- Serving as an Instructional Design Intern for the UK's National Design Academy.
- Three years as a junior high school Art Teacher focused on developing and facilitating lesson plans that utilized a discipline based art education approach of aesthetics, criticism, history, studio and visual culture.
- Assisting in screen printing, embroidery, and other production needs of a small local provider of promotional products.
- Partnering with a writer in the creation of multiple dynamic character concepts during the planning phase of the Might and Magic X video game.

Previous Clientele

Might and Magic X, Signature Promotions Inc., Woodside Homes, VIDA

Awards and Accolades

Creative art professional with more than six years experience in production and art education roles. Master's degree in illustration with emphasis in concept art and character design.

EDUCATION

Game Concept Art | 2012 Broadview Entertainment Arts University (BEAU), Salt Lake City, Utah

Master of Arts in Illustration | 2011 Nottingham Trent University, Nottingham, United Kingdom

Master's Project: Character Design for Ender's Game Novel-to-Feature Film Adaptation

Commendation

Bachelor of Visual Arts in Art Education | 2006 Brigham Young University, Provo, Utah
Special emphasis on Commercial Art/Graphic Design

AREAS OF EXPERTISE

Illustration | Graphic Design | Production Art | Character Art | Concept Art | Print Production | Production Support | Screen Printing | Design Concepts & Layout Mockups | Promotional Items | Project Management Time Management | Team Collaboration

PROFESSIONAL EXPERIENCE

FREELANCE GRAPHIC DESIGNER

Woodside Homes, Salt Lake City, Utah | Spring 2012-Present

- Create and maintain print collateral of floor plans, features and price sheets for the company's major housing division
- Update collateral and maintain file system

Collaborate with marketing communications manager in branding and designing online and print ad campaigns

LEAD CONCEPT ARTIST

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“It’s
gonna be
a **BIG**,
problem.”