

Los Angeles, CA

541-556-0849

molly.woolfson@gmail.com

MOLLY WOOLFSON

SR. CONCEPT ARTIST

JAM CITY

Throughout my 10 years as a concept artist, I have had the opportunity to work on a wide range of projects, from games to animation and film in hyper-realistic style designs to more stylized looks.

I have a bachelor's degree in game art and design and a versatile skill set that includes a solid knowledge of 3D modeling and texturing, using programs such as Maya and Blender, in addition to my 2d skills.

During my time at Pure Imagination Studios, I served as a senior concept artist designing characters, props, backgrounds, color keys, and visual effects for various projects, including the recently released Lego Titan animation series, Dreamzzz, Universal's Super Mario World, and an unannounced feature film.

Additionally, I have worked at Liquid Development Studios, a Portland-based video game asset house where I created a variety of characters, props, and background assets for games such as Farmville, skyrim online and Niantic's immersive Harry Potter Mobile game.

One of my key strengths is my ability to create imaginative designs that push the envelope while aligning with the art director's and client's visions. In addition to my technical skills, I am a creative thinker, an effective communicator, and a proactive problem-solver. I am known for my ability to work collaboratively with team members and my positive and productive communication style.

Thank you for considering my application. I am excited about the opportunity to contribute to Jam City's creative team and bring my skills and experience to the table. I look forward to speaking with you soon!

I invite you to visit my portfolio website at

www.theartofmolly.com to see examples of my work.

For my latest projects, please use the password

mwunannounced under the 'unannounced projects' tab.

Sincerely, Molly Woolfson

Kind regards,

Molly Woolfson