

Molly Woolfson

Concept Artist www.theartofmolly.com

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Sr. Concept Artist with over five years in the dynamic realms of gaming, film, and animation. Expert in both 2D and 3D art, specializing in creating immersive characters, environments, and props. Known for collaborative efforts on high-profile projects like Universal Studio's Super Mario World and Lego Dreamzzz, showcasing a blend of creativity, technical prowess, and teamwork.

GAMES WORKED ON

Skyrim Online

Words With Friends

Niantic's Harry Potter

Various Canceled & Unannounced Games

EMPLOYMENT HISTORY

Sr. Concept Artist

Pure Imagination Studios, Los Angeles, CA — Aug, 2021 - Jun, 2023

- Created detailed concept art for characters and environments, enhancing visual storytelling.
- Collaborated with teams to ensure projects met deadlines and maintained high artistic standards.
- Fostered a creative environment by developing tutorials for design processes, empowering fellow artists to enhance their skills and productivity.
- Conducted in-depth research on visual trends to inform artistic direction, resulting in unique concepts that captivated audiences across various projects.
- Maintained precise documentation of project goals and progress, ensuring alignment with the overall vision and facilitating effective team communication.
- Partnered with cross-functional teams to align creative vision with project objectives, ensuring timely delivery and client satisfaction.

Concept Artist

The Famous Group, Los Angeles, CA — Sep, 2020 - Nov, 2022

- Led AR/VR projects for sports, enhancing fan engagement through immersive experiences.
- Translated live Blizzcon events to virtual formats, ensuring continuity during pandemic constraints.
- Designed storyboards for Blizzard-themed AR sets, captivating audiences with detailed visuals.
- Developed VR concepts aligned with game aesthetics, enriching user interaction and experience.
- Collaborated with clients to innovate AR/VR solutions for diverse events, achieving measurable success.
- Evaluated user feedback to refine immersive designs, leading to noticeable improvements in user experience and satisfaction.

SKILLS

Concept Design

Character Design for Games

Props

Environments & Backgrounds

Digital Painting

Color Keys

Realistic Designs

Stylized Designs

Illustration & Marketing

3D Modeling

SFX Design

Storyboards

Traditional Media

Communication

Time-Management

Organization

Visual Research

Creative Problem Solving

LINKS

[linkedin](#)

[Portfolio Website](#)

LANGUAGES

English

Native

Japanese

Novice

Jr. Concept Artist

Liquid Development, Remote — *Apr, 2018 - Mar, 2020*

- Crafted character and prop art for diverse games, ensuring timely delivery and style adherence.
- Utilized digital tools for efficient, visually captivating designs, enhancing game appeal.
- Offered creative solutions and market-informed feedback to elevate game visuals.
- Collaborated with game designers to brainstorm creative concepts, enhancing team synergy and driving innovative visual solutions.
- Produced high-quality concept art for diverse video games, ensuring timely delivery that significantly improved project turnaround times.
- Executed meticulous design packets that clearly communicated artistic vision, streamlining the workflow for 3D modelers and improving overall efficiency.

EDUCATION

Bachelor of Fine Arts (BFA), Game Art & Design

The Art Institute of Portland, Portland, OR — *2008 - 2012*

Entertainment Art Certificate

Los Angeles Academy Of Figurative Arts, Los Angeles, CA

— *Jun, 2018 - Jul, 2020*