



Molly Woolfson

Sr. Concept Artist



PHONE :
541-556-0849



EMAIL :
molly.woolfson@gmail.com



LinkedIn:
www.linkedin.com/in/artofmollywoolfson

PROFESSIONAL PROFILE

Senior Concept Artist with 5+ years of experience across games, film, and animation. Specializes in 2D/3D character, environment, and visual development. Credits include Universal Studios' Super Nintendo World, LEGO Dreamzzz, The Elder Scrolls Online, Words With Friends, and Niantic's Harry Potter mobile titles.

EDUCATION

2008 - 2012

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

The Art Institute of Portland,
Portland, OR

Jun 2018 - Jul 2020

Entertainment Art Certificate
Los Angeles Academy
Of Figurative Arts,

SKILLS

- Concept Design (Characters, Props, Environments)
- Digital Painting & Illustration (Realistic & Stylized)
- Color Keys, Storyboards & VFX Design
- 2D Animation
- UX/UI Design
- UX Research
- 3D Modeling & Hybrid 2D/3D Workflows
- Marketing & Visual Development
- Conflict Resolution
- Art Direction & Development
- Style Guides
- Time Management & Team Organization
- Problem Solving

WORK EXPERIENCE

Sr. Concept Artist

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

Produced concept art for characters, environments, props, VFX, and color keys using digital painting and 3D tools across games, animation, film, and themed experiences. Contributed to Universal Studios' Super Nintendo World and LEGO Dreamzzz, adapting to established visual styles and pipelines. Created design packet tutorials for team training and collaborated with art directors and production leads to define visual direction, maintain quality, and meet project deadlines.

Jr. Concept Artist

The Famous Group, Los Angeles, CA — Sep 2020 - Nov 2021

Served as the primary authority on Blizzard lore and visual style, translating in-person experiences into immersive AR, VR, and mixed-reality formats during the 2021 BlizzCon shift to remote. Created storyboards and concepts for interactive fan experiences aligned with established game aesthetics, and collaborated with clients to deliver AR/VR concepts across esports, sports, and live event productions.

Concept Artist

Liquid Development, Remote — Apr 2018 - Mar 2020

Created concept art for characters, props, UI icons, and environments for titles including FarmVille, Words With Friends, and The Elder Scrolls Online. Delivered assets on tight schedules, producing game-ready designs through clear turnarounds, callouts, and design packets. Used digital painting and 3D workflows to work efficiently, collaborating with designers and 3D artists to ensure visual quality, performance, and pipeline compatibility.

PROGRAMS

- Adobe Photoshop, Illustrator, InDesign
- Clip Studio Paint
- Autodesk Maya
- Blender
- Figma
- Canva
- Miro
- Asana
- Daz3D
- Microsoft Word, Excel, PowerPoint, Teams
- Google Forms
- Slack

LANGUAGE

English - Native

Japanese - Novice

WORK PREF.

- ☒ In-Office
- ☒ Remote
- ☒ Hybrid

AVAILABILITY

- ☒ ASAP
- ☐ Date Available To Start _____
- ☒ Standard Full Time (M-F 40Hrs)
- ☐ Hours _____
M T W T F S S

LOCATION

Los Angeles, California

Willing To Move?

- ☒ Yes
- ☐ No

WORK EXPERIENCE

Jr. Illustrator

RR Donnelley, Portland, OR — Dec 2012 - Jan 2015

Designed weekly flyers that effectively communicated marketing messages. Collaborated closely with the marketing team to develop innovative campaigns. Adapted to changing client needs in a fast-paced environment. Contributed fresh ideas by staying updated on design trends.

Freelance Layout Artist

Bent Image Lab, Portland, OR — Apr 2012 - Dec 2012

Collaborated with directors, art directors, and animators to create visually stunning layouts that effectively conveyed the storyboard's narrative and style guide's requirements. Created and organized reference materials for layout artists to use in their work. Developed and implemented innovative techniques and creative solutions to improve the efficiency and quality of layout production processes. Created visually appealing bid packets that effectively represented the company's capabilities to attract potential clients.

VOLUNTEER WORK

Democratic Socialists of America

Los Angeles, CA 2025-Present

Deliver graphic design and visual communication across chapter committees. Direct volunteer operations for public events, partnering with venue staff, organizers, and volunteers to define requirements and build plans, procedures, and communication systems to meet them. Design manuals and guides that keep every team aligned from setup through close. Implementing defined roles, standardized templates, and scalable onboarding and training systems to strengthen chapter operations.

50501

Los Angeles, CA 2025-Present

Art direct visual campaigns for national grassroots mobilizations, defining target audiences and the messaging and visual strategy to reach them. Build design systems and style guides that let distributed artist teams produce consistent work at scale. Review contributor artwork and give feedback to maintain quality and cohesion.

California Emergency Mobile Patrol: Search & Rescue

Los Angeles, CA 2026-Present

Volunteer search and rescue trainee. Trained in the Incident Command System, first aid, and community emergency preparedness through CERT and a volunteer search and rescue team.