

AUDREYSTARLIGHT

hello@audreystarlight.com | Portfolio: audreystarlight.com | [linkedin.com/in/audrey-vandermeulen](https://www.linkedin.com/in/audrey-vandermeulen)

ILLUSTRATOR & CONCEPT ARTIST

Highly motivated and collaborative visual artist experienced in concept design and illustration. Adaptable, fast learner proficient with an array of digital art tools. Strong technical acumen, familiar with the navigation and interface of programs for creating digital artwork. Proven record translating 2-D to 3-D art and vice-versa, with working knowledge of volumetric drawing and 3-D design/3-D space. *Online portfolio with samples of work can be viewed at audreystarlight.com.*

Character Design | 2-D & 3-D Illustration | Digital Painting | Traditional Sculpture | Animal Art | Children's Illustration
Photoshop | Illustrator | InDesign | After Effects | MS Office Suite | ZBrush | Procreate | Paint Tool Sai | Clip Studio Paint

CAREER HIGHLIGHTS & RECOGNITION

- **Published three works** in the 2018 Anthrocon Convention Book, distributed to 8000+ attendees
- Recognized on the list of **Students to Watch 2017 in Graphic Design USA Magazine**
- Recipient of the **Ryan Aumiller Memorial Award** for Communications Design

PROFESSIONAL EXPERIENCE

Model Painter Temp | Hasbro

January 2020- May 2021

- Responsible for painting prototype figures for production
- Communicate with designers to ensure correct color specs
- Paint and mix colors according to Pantone system, convert Pantone colors digitally
- Utilize Zbrush, Keyshot and Substance Painter programs for model texturing, rendering and turnsheets.
- Actively research and problem-solve technical issues to ensure deadlines are met
- Responsible for prototypes such as **2020 Star Wars: Black Series Holiday Exclusives**, and **2021 SDCC Cantina Showdown Set**

Freelance Artist | AudreyStarlight

Aug 2015- Present

- Completed 70+ unique works using digital, traditional, and 3-D media
- Communicate directly with clients regarding their orders and approval with each step to bring their artistic visions to life
- Reinterpret character commission requests using client's choice of art medium (digital or traditional)
- Adjust models and designs based on feedback received from clients
- Deliver finished products under strict deadlines via email or package safely for USPS transportation

Freelance Artist | Eyre Designs

May 2019- October 2019

- Hand sculpt unique, 3-D prototype figures for a studio specializing in the giftware industry
- Create raw sculptures of clay ornamental pieces that are then prepared for casting and painting
- Draw 2-D sketches based on studio requests, then sculpt the design after securing design approval

Intern | Cortes Studio

Jan 2019- May 2019

- Hand-sanded and fitted plastic joints and pieces for **Fortnite** figures later produced and sold in stores under Jazwares
- Polished, primed, and delivered 3D-printed parts
- Airbrushed pieces in their base colors to prepare for a detail painter to finish
- Assisted detail painter in various pieces beyond basecoat airbrushing
- Assembled plastic limbs, clothing, and body pieces into a working, articulated action figure prototype

EDUCATION & PROFESSIONAL DEVELOPMENT

Bachelor of Fine Arts in Design and Illustration, Minor in Visual Development (Summa Cum Laude) | *Pratt Institute*
Apprenticeship with Thierry Lafontaine | *The Schoolism House*