





ERIKA SCIPIONE

ART DIRECTOR

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-  Austin, TX

EDUCATION

B.F.A / INTERACTIVE DESIGN AND GAME DEVELOPMENT

Savannah College of Art & Design
2006–2010

SOFTWARE

Adobe Creative Cloud

Photoshop

Illustrator

After Effects

InDesign

Unity 3D

Autodesk Maya

Procreate

ZBrush

Git | Sourcetree

Trello

G-Suite

Docs

Sheets

Slides

Pages

SKILLS

Adaptability

Illustration

Look Development

Project Management

User Experience

App Development

Research

Problem Solving

Communication

Leadership

PROFILE

Process-driven art director with demonstrated success managing art development on branded mobile apps and games, able to match style or develop new aesthetic as needed. Proven track record of communicating and managing effectively in both client, interdepartmental and vendor settings; with an emphasis on collaboration and promoting trust. Adaptable to a variety of roles, seeks to promote and participate in a culture of learning, sharing and growth.

EXPERIENCE

ART DIRECTOR / GAME ARTIST

Scholastic // New York, NY // 2012 – Jan. 2020

Worked as an in-house art director/lead artist—defined and maintained visual identity on five shipped titles; Home Base, Shadow House, Horizon, TombQuest, and Spirit Animals. Performed a wide variety of graphics related tasks such as web design, print ads, storyboards, 3D assets, presentation decks, social media content, concept sketches.

- Oversaw art development from concept to completion—coordinated with multidisciplinary teams and vendors to create compelling and on-brand content that remained well within budget.
- Regularly interfaced with internal stakeholders, built and nurtured buy-in by initiating project onboarding interviews, presenting progress, and effectively soliciting and relaying feedback into results that exceeded expectations.
- Contributed to process improvement through use of project management technique, advocacy of helpful technology and tutorial and guide authoring.

FREELANCE GRAPHIC DESIGNER

MuseAmi // New York, NY // 2010 – 2012

Worked with Principal Product Manager and Principal Engineer to flesh out concept mockups and user interface assets and graphics for new and existing mobile apps.