

Kavika Moreland

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WORK EXPERIENCE

Grandma Green

2D Concept Artist

- Designed and rendered 2D game assets
- Conceptualized environmental assets, decor items, splash arts, color application, and textures

Sept. 2022 – May 2023

Los Angeles, CA

Eye 4 Eye

Art Director

- Onboarded to guide a team of artists to create a cohesive style for the game Eye 4 Eye
- Overlooked and assigned art tasks, supplied feedback to artists, facilitated weekly meetings
- Collaborated with other faculty, industry professionals, and internal team leaders to achieve a satisfactory product
- Optimized workflow and reformatted our art guide

Feb. 2023 – May 2023

Los Angeles, CA

Egregore

Art Director

- Helped problem solve and create a unified style for the game Egregore
- Taught the art team about the fundamentals of design and shape language
- Supplied feedback to artists and designers
- Facilitated weekly meetings, formatted the art bible, and designed a handful of characters

Sept. 2023 – May 2024

Los Angeles, CA

Otis College of Art and Design

Classroom Assistant

- Worked as a classroom assistant for Hong Ly's character design course. Collaborated with students and supplied critique and guidance on assignments and brainstorming.

Jan. 2024 – May 2024

Los Angeles, CA

Otis College of Art and Design/USC

Classroom Assistant

- Co-led a class with Jay Bhaumik for the collaborative Advanced Game Creative W/ USC course. Worked with USC faculty to help guide Otis & USC students on their game builds. Supplied feedback during weekly meetings and gave students advice with navigating large team settings.

Jan. 2024 – May 2025

Los Angeles, CA

EDUCATION

Otis College of Art and Design

Bachelor of Fine Arts in Digital Media

- 3.82 GPA
- Dean's list for Fall 2021, Spring 2022, Fall 2022
- BFA in Digital Media with an emphasis in Game and Entertainment Design

2021-2025

Los Angeles, CA

Tualatin High School

High School Diploma

- Earned a High School Diploma

2016-2020

Tualatin, OR

SKILLS

Technical: Adobe Photoshop, Procreate, ZBrush, Maya, Unity, Unreal Engine

Interpersonal: Team Leadership, Problem Solving, Project Management, Strong Communicator, Adaptable, Teaching