

# Kavika Moreland

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## WORK EXPERIENCE

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### Kero Animation

November 2025

2D Concept Artist

Los Angeles, CA

- Designed characters for animated shorts and promotional material
- Worked in tandem with another team member on comic panels, helping with inking, coloring, rendering, and text layout
- Thumbnailed and drafted illustrations for promotional materials
- Completed full character turnarounds at various angles as a source of reference for the animation team

### Grandma Green

Sept. 2022 – May 2023

2D Concept Artist

Los Angeles, CA

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

### Eye 4 Eye

Feb. 2023 – May 2023

Art Director

Los Angeles, CA

- 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, and 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

### Egregore

Sept. 2023 – May 2024

Art Director

Los Angeles, CA

- 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

### Otis College of Art and Design

Jan. 2024 – May 2024

Classroom Assistant

Los Angeles, CA

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

### Otis College of Art and Design/USC

Aug. 2024 – May 2025

Classroom Assistant

Los Angeles, CA

- 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 on navigating large team settings.

## EDUCATION

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### Otis College of Art and Design

2021-2025

Bachelor of Fine Arts in Digital Media

Los Angeles, CA

- 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
- Graduated with Honors

## SKILLS

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

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