



## CONTACT

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ranagainer.com

IG: @RanaGainer

## SKILLS

- Illustration
- Character Design
- Adobe Creative Suite
- Sketch
- HTML/CSS
- Graphic Design
- Web Design
- UI/UX Design
- Market Research
- Brand Strategy
- Quality Assurance

## EDUCATION

Virginia Commonwealth University, Richmond, VA  
BFA in Communication Arts, 2014  
Magna Cum Laude

DesignLab Brand Strategy Course Completion Certificate, 2018

DesignLab UX/UI Design Course Completion Certificate, 2018

## ILLUSTRATOR. UI DESIGNER. PRODUCTION ARTIST.

Diligent and enthusiastic artist looking to create amazing stories and experiences. I specialize in 2D lineart but have experience in every aspect of art production from UI design to print marketing.

## EXPERIENCE

### Freelance Artist

2015-Present

- Creating custom illustrations, posters, website banners, card layouts, and more with an ever-expanding skill set in industry-standard programs.
- Selling prints of my artwork at local markets, festivals, and conventions.
- Designing graphics and website content for a large tech job fair event;
- a commercial real estate developer, and various other clients.

### “Pathwise” Board Game Illustrator and Graphic Designer

Silversmith Games / 2018-2020

- Illustrated over 60 assets including game board, props, and characters for a maze-building board game and associated marketing materials.
- Refined artwork and UI design for user accessibility.

### Concept and Production Artist

Anikii Entertainment / 2017-2018

- Designed backgrounds and characters for a 2D fantasy mobile rhythm game.
- Refined line-art and added color to 2D character animation frames and asset designs for final product.

### Publication Artist

Katsucon, Inc. / 2015-2019

- Increased sales of merchandise and tickets by 11-15% by designing coloring books, logos, postcards, and program covers for convention organizations: Katsucon, Inc. and Station Unity.
- Developed eye-catching illustrations in collaboration with other artists to present a unified visual style in promotional materials to be presented at large scale (15,000+ guests) conventions.

## VOLUNTEER EXPERIENCE

### Treasurer, IGDA Baltimore

International Game Development Association, Baltimore Chapter / 2016-2020

- Boosted attendance and encouraged communication among game designers, artists, and students by designing flyers, planning meetings, and taking photographs at networking events and lectures.
- Lead efforts to expand the Baltimore IGDA community by collaborating with local gaming and art events and local businesses.

### Conference Associate, GDC

Game Developers Conference / 2018, 2022

- Responsible for ensuring Attendees received the best experience possible.
- Prepped Speakers to deliver successful Sessions.
- Greeted Attendees, scanned badges and answered questions.
- Maintained fluid communication with other Conference Associates and Staff.