

Rachel Eady

Interactive Illustrator

Vancouver, BC
<http://wayward.ink>
wayward.ink@gmail.com

Profile

I am primarily a 2D interactive environment artist, with pursuits into comics, game design, and writing. Whatever the project, my goal is creating sincere stories and engaging worlds. I am looking for the opportunity to fully utilize the breadth of my interests and skills in art direction, game design, and mentor-ship.

Work Experience

Titmouse Animation Canada (Remote & Part-time)

Nov 2021 – May 2022

BG Layout Co-Supervisor (Remote Team)

Agent King

- Communicated with Studio via video call meetings, email, and chat.
- Reviewed outsource submitted BGs, checked for tech issues, show-style, ensured they're animation friendly
- Communicated clear and constructive revision notes to outsource through coordinator.
- Also handled some BGs and BG retakes between outsource submissions.

WildBrain Studios

Dec 2017 – Sep 2020

BG Layout Co-Supervisor (Outsource & Studio Remote Teams *COVID-19)

Johnny Test Season 7

BG Layout Co-Supervisor (Remote Team & In-House Team)

Polly Pocket Season 2

BG Supervisor (In-House Team)

Dorg Van Dango

BG Assistant Supervisor (In-House Team)

Dorg Van Dango

BG Layout Artist

Dorg Van Dango

BG Layout Artist

NASA Snoopy Shorts (Apple TV)

Animator

Chip and Potato (Netflix)

BG Layout Artist

Chip and Potato (Netflix)

As Supervisor/Co-Supervisor:

- Communicated with Client or Remote Team directly via video call meetings.
- Reviewed All submitted BGs, checked for tech issues, show-style, ensured they're animation friendly
- Assisted team, answered questions, communicated between teams, managed and assigned Shotgun tasks

As a BG Layout Assistant Supervisor:

- Assisted new Supervisor gain familiarity with show-style, handled technical revisions.

As a BG Layout Artist:

- Created Background Art based on BG Key reference and storyboard animatics
- Was a go-to for post-revisions on top of assigned work

As an Animator:

- Created Animation based on storyboard animatics

Centre for Arts and Technology Kelowna

Oct 2015 – Dec 2015, Oct 2016 – March 2017

Langara Continuing Studies

Oct 2018 – Apr 2020

Instructor

Kelowna and Vancouver, BC

Taught DRAW 101 classes on Drawing and Perspective for Animation on contracts.

- Prepared lessons from a detailed curriculum
- Marked assignments based on a rubric
- Provided instructional art demonstrations

Disney Interactive's Club Penguin

Dec 2011 – April 2015

Interactive Environment Artist

Kelowna, BC

At Disney's Club Penguin I conceptualized, illustrated, and constructed interactive sets for an ever changing Online World built with Kids in mind.

Responsibilities included:

- Participate in large all-day game brainstorming, designing game events every month
- Gather references and researched IP material
- Discuss look and feel for events and worked with mood boards

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- Draw up rough thumbnails and quick concepts for environment elements for events in Photoshop
- Incorporate game-play, role-play elements, and interactive functionality for environments
- As part of the production stage, ink and colour assets in Flash
- Submit through internal approval process, and external approval process when working with other IPs
- Participate in frequent peer reviews to ensure the best results, as well as worked closely with the team for consistency, as well for efficiency by sharing assets and libraries
- Prototype and script interactive experiences in the environments to be handed off to a developer
- Set up necessary functionality for translation
- Submit final assets through pipeline for Web, iOS, and Android
- Document final assets and functionality on in-house wiki
- Worked in a tight re-occurring monthly schedule broken up into sprints using JIRA tickets
- Attended Unity workshops taught by Unity employees

Projects: Monthly re-occurring Club Penguin events including partnerships with Pixar's Inside Out, Disney's Frozen, Star Wars, The Muppets, and Pixar's Monsters University

Wayward Ink (Self Employed)

May 2015 – Present

Comic Artist / Freelance / Game Design

<http://wayward.ink>

- Concepted, scripted, thumbnailed, roughed, inked, and lettered three comic shorts printed in an annual anthology called Tankadere. 2011, 2012, 2013
- Created "Bounty", a webcomic about two friends, Hazel and Jun, who turn to bounty hunting to find, reclaim and return what they owe to a truly terrifying debt collector. <http://bounty.wayward.ink>
- Created game shorts. <https://waywardink.itch.io/>
- Other freelance projects for various clients.

Direct Hit Animated Short

2010 - 2011

Co-Director

Vancouver, BC

Co-Director for Animated Short Film Production "Direct Hit" winner of "Best Animated Production" at the 2011 Summer Ai Screens Event.

Responsibilities Included:

- Supervised and directed a development team of 17 artists.
- Animation
- Developed story and character designs with a team.
- Concepted props and environments.
- Closely supervised cameras, composition and colour direction.
- Put together credits slides with art.

Education

The Art Institute of Vancouver

Diploma in Animation and Design

Vancouver, BC

2009 - 2011

University of the Fraser Valley

General Education Courses:

Abbotsford, BC

2007 - 2009

Painting, Computer Programming, Math, and Japanese

Relevant

Software

Adobe Photoshop, Flash/Animate, Wordpress, Maya, Toonboom, Adobe Premier, Unity, GameMaker Studio 2

Skill Set

Illustration, Animation, Conceptual Art, Comics, Story, Game Scripting/Prototyping, Team Supervision