

ELIZABETH TEDMON-BURY

Illustration & Visual Development

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Independent illustrator/storyboard artist seeking to improve skills and gain further experience in a collaborative environment.



EDUCATION

Bachelor's Degree of Arts & Technology | University of Texas at Dallas

2013 - 2016

3.5 GPA, completed courses in animation, 3D modeling, interaction design, and game design



EXPERIENCE

Illustration | Freelance

2017 - PRESENT

Creates 2D digitally-drawn paintings from scratch to the specifications of the client. Specializes in dynamic character portraits with cinematic appeal.

Concept Design (Game) | Cold Hell Hotel

2016

Responsible for atmospheric environments, presented to the team through layered and easy-to-interpret isometric blueprints. Promoted strong immersive experience to player via set dressing and prop placement guidelines.

Concept Design (Game) | Max & the Grimbles

2015

Teamed with Art Director from concept to construction for characters, items, UI, and environmental designs. Defined the overall style of the game, attracting praise for its cohesive theme and charming fantasy elements.

Preproduction Artist (Animation) | Terminal B

2015

Created a series of 2D character and prop turnarounds for 3D modeling. Prepared the final storyboards for presentation and handled production spreadsheets to ensure a smooth production pipeline.

Art Production Team | Acitius/Aftermath Zone

2010 – 2013

Identified, managed, and streamlined various infrastructure assets and imagery for active online community. Selected to collaborate with web designer in site's primary layout for outstanding work ethic and fast turnaround ability.



SKILLS

- Proficient at multitasking and interpersonal communication in a fast-paced setting
- Storyboarding & sequential art
- Editing
- Freehand illustration
- Iterative concept design
- Extensive experience with Adobe Suite, Autodesk Suite, and Unity