Vickie Pellouchoud

ILLUSTRATOR

Los Angeles, CA

vickiepellouchoud@gmail.com
818.667.7731 mobile

Creative Lead Artist/Illustrator/Designer with extensive experience in all aspects of art creation from concept to final in interactive, educational, multi-media entertainment. Very team oriented and highly skilled in both traditional and digital media specializing in Background Paint and Design. Creating exceptional and dazzling environments and supporting art for all aspects of project and ability to work with multiple styles. Absolutely committed to perfection and very detail oriented. Proficient in Photoshop, Illustrator, Animator. Beginning Unity, Maya
Strong traditional drawing and painting skills - Proficient in Oil, Gouache and watercolor

Experience

Senior Illustrator

Age Of Learning

Glendale, California
Feb 2015 - Dec 2023

Illustrator creating background, props and character art for children's educational games teaching math, science and English. Responsibilities include reading concept documentation and creating rough sketches of all game screens.
Creating character art for games according to age and concept, creating rough ideas for title screens and User Interface. Created final art using Flash, Photoshop, and Illustrator setting up flash files for animators to prepare for animators. Work with Art director to provide all needed sketch work to define animations, backgrounds, character paint overs, and game assets to provide clear learning objectives while keeping story and charm at forefront of art creation.

Worked as Background Supervisor ensuring all game backgrounds adhered to style guide and were of the highest quality and completed on schedule to ensure fun and engaging game play and meet project deadlines. Mentored junior artists and created life drawing and plein-air painting workshops for art team.

Photoshop, Illustrator, Unity, Beginning Maya

Art Director

Dawn Sign Press

Winnetka, California
Feb 2013 - Dec 2015

Art Directed all aspects of 6 part DVD series that recreate fairy tales with a modern twist teaching American Sign Language. Included a creative exploration phase of sketches and paintings, story meetings, costume design, hair design, background layout and painting, all artwork and ideation for the intro and closing of the shows. Worked with the creative director and project manager to ensure all assets were delivered on schedule. Coordinated with hair, make-up and costume teams to resolve creative solutions that were in line with our creative vision for the shows.

Senior Artist

Disney Interactive Worlds (Disney Online)

Glendale, California
Dec 2005 - Jan 2013

Create layouts and digital paintings for Pixie Hollow MMO and the IOS game Fashion Boutique. Generate character art, animals, props, fashion design and all assets for the game. Art direct outside vendors supplying layouts, sketches and ideas for backgrounds and in game art elements, props and animation matching the style of the feature animated films. Assist in the ideation process, generating creative solutions to game play and opportunities for play within the game. Ensure style look and feel of all art remain true to the Disney Brand.

Artist

Disney Interactive Worlds (Disney Online)

North Hollywood, California
Dec 2004 - Dec 2006

Created illustrations for Toontown Online, generated concepts and designed all assets for the multiple websites including Toontown online, GameCafe, Hotshot business, Disney Princess, and Preschool Time Online. Created Concepts and final art for multiple websites as well as banner ads, marketing materials, newsletters, style guides and content for contests.

Senior Artist

Disney Interactive

Glendale, California
Dec 1998 - Dec 2002

Art directed all aspects of assigned titles in the creativity line. Provided background and interface sketches, color keys, character animation direction, art assets and concept designs. Worked extensively with developer, outside animation house, contract and in-house artists providing art direction for background layout and paint, 3D art, 2D art and character animation.

Computer Graphic Artist

Disney Interactive

Glendale, California
Dec 1994 - Dec 1998

Created all levels of art from concept to final for several edutainment and creativity titles. Digital animation clean up, creation of color keys and background paintings in both traditional and digital media, conceptual art, background layout, character design, interface design, icons, art assets and opening movies.

Education

Bachelor of Fine Arts, Illustration

California State University Fullerton

Fullerton, California
Sep 1988 - Jun 1992

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