



Charlotte Raymond (Tarlitz)

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Education

2003 - 2007

Otis College of Art and Design

Concentrated studies in Fine Arts, Communication Arts; emphasis in Illustration

Experience

2020 - 2024

Floor 84 Studio, LLC

Lead 2D Game Artist

Led 2D asset creation across all of our projects. This included concept art, graphic design, UI design, animation and illustration across 30+ mobile and html5 games. I collaborated closely with departments and stakeholders to ensure balance between technical specifications, optimizing performance, and integrating assets in a pleasing way. I also helped with scheduling, provided vision and feedback and directly managed our team.

- **Lead Artist** - 30+ projects, with clients spanning iconic franchises such as Disney, Mattel, Warner Bros, Snapchat, the NBA and Amazon.
- **Art Director** - *Play Cats: Friend Rescue* on Roblox; 80 million+ plays and 92% rating to date.
- **Lead Environment Artist** - *NBA Avatar Catalog*; official NBA experience on Roblox 94% rating.
- **Concept Artist** - *Dog Man: Mission Impawssible* on Steam and console.

2014 - 2020

PinCraft, Inc.

Illustrator

Conceptualized and illustrated pins, merchandise and packaging for Hard Rock Cafe across all locations internationally. Worked with both internal and external teams to ensure assets were optimized to maintain brand consistency and meet technical specifications for production.

- Clients also included Sanrio's Hello Kitty and Disney.
- Developed hundreds of designs for global manufacture.

2012 - 2014

Jet Morgan Games

Art Director

Directed and crafted art for a variety of games and projects. This entailed concept art, game-ready assets, environment art, UI, graphic design and animation. I oversaw all of our projects and led our team in keeping us on-brand, and on time for licensed work.

- **Lead Artist** - Projects for Disney, Mattel, Spinmaster, Hasbro and Activision.
- **Art Director** - Over 20 games, websites, apps and projects for mobile, web and tablet.
- **Producer / Artist** - Hasbro's *See Yourself as an Equestria Girl: Rockified* and *Equestria Girls: Repeat the Beat*, Mattel's *Ever After High: True Hearts Matchmaker*.
- Pitched, produced, art-directed, did the game design for and was lead artist on Disney's popular *Frozen: Double Trouble* game for web and mobile.

- 2011 - 2012 **Numedea Games, Inc.**
2D Game Artist
Developed 2D visual assets for the "Whyville" and "Humanville" games, from initial concept to final art. This included characters, icons, page layouts, environments, sprite animation and typography.
- 2008 - present **Freelance Contract Artist / Gaming Reporter, Various Clients**
I was commissioned to create many illustrations, logos, storyboards and other artworks during this time – the most notable of which are listed below. I also have been published many times over as an accomplished video games reporter.
- **Illustrator** – *Kid with the Cape* children's book written by Edward Bereta.
 - **Illustrator** – ChangYou Games; designed 6 illustrations of their character "Jenny" for the *Blade Wars* game website.
 - **Game Artist** – *Playsets* mobile fantasy RPG app; created many 2D enviros, props and characters.
 - **Game Reporter** – www.icrontic.com; E3, CES, Blizzcon.

Skills

- Conceptualizing artistic designs to bring to life memorable worlds, items and brands.
- Highly knowledgeable about content development for iOS, Android, html5, Steam, Roblox, console, print, and physical merchandise.
- Strong foundation in traditional media (drawing and painting).
- Excels in communication, organization, and ability to adhere to deadlines.
- Team-oriented, self-motivated and responsible. Confident in leadership roles with an upbeat, success-driven attitude.

Software

- Expertise in Adobe Photoshop, Illustrator, InDesign, After Effects, Premier, Tiled and Spine.
- Some Unity, Figma and Blender knowledge. Understanding of 3D principles.
- Proficiency in Microsoft Office suite and industry standard tools such as Jira and GitHub.

