

Alayna Lemmer

Digital painter

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- Education** **Milwaukee Institute of Art and Design**, Milwaukee, Wisconsin.
Graduated magna cum laude in May 2008.
Bachelor of Fine Arts with concentration in Illustration.
Major GPA: 3.7/4.0
- Honors/Awards**
- President's List entire high school and college career.
 - Illustration titled "Fire in the Sky" awarded front cover for University of Wisconsin- Parkside's literary magazine.
 - Awarded \$56,000 scholarship at the Milwaukee Institute of Art and Design.
 - Honored with the Ray Devine Family Foundation Scholarship for Academic Excellence each semester of college.
 - Portfolio featured in ImagineFX Issue #47: September 2009.
- Computer Experience**
- Imaging: Adobe Photoshop, Illustrator, InDesign; Corel Painter, Jasc Paint Shop Pro, Animation Studio.
 - 3D knowledge in: 3D Studio Max, Unfold3d, Zbrush.
 - Languages: HTML.
 - Environments: Microsoft Windows, DOS, Macintosh OS X.
 - Applications: Dreamweaver, Microsoft Office, WordPerfect, Excel.
- Work Experience** **PerBlue Software.** October 2009-Present.
Primary artist.
Responsible for in-game graphics, advertisement banners, concept art, and finalized artwork development in Parallel Kingdom and other Perblue products for iPhone, Android devices and Facebook.
- Freelance Illustrator.** May 2008-Present.
Creating illustrations for clients to their specific requests, including book covers and card art.
Client List: Alderac Entertainment Group, Rio Grande Games, Catalyst Game Labs, BigBot Games, Fantasy Flight Games, Troll Lord Games, Talisman Studios, Committed Comics and Draumr Publishing.
Forever Interactive, LLC. March 2007-August 2007.
2D Art Intern.
Responsible for character concepts and textures for upcoming title "Infernal World". Completed numerous color concepts of 2D character layouts, also completed a texture for a creature in 3DStudio Max/Photoshop.