Alayna Lemmer-Danner

Portfolio: alayna.net alayna@alayna.net



Illustrator and Concept Artist

Wizards of the Coast / July 2016 - Current

- Painted 90+ original Magic: The Gathering card illustrations.
- Painted 20+ illustrations for Dungeons & Dragons property books.
- Participated in a concept art push for the Magic: The Gathering/Dungeons and Dragons crossover world for 3 weeks in September 2019.
- Created concept art for upcoming Dungeons
 Dragons unannounced books.
- © Created illustrations of a wide variety of subject matter, including fantastical landscapes, architecture, creatures, humanoids, spells, action scenes and more.

Art Director and Illustrator

Alderac Entertainment Group & Rio Grande Games September 2013-July 2018

- Art director, concept artist, graphic designer and illustrator for Alderac's game series, Edge of Darkness.
- Managed and commissioned twenty plus other artists.
- Concepted the world, characters, monsters and more to create a cohesive look and feel to Edge of Darkness.
- Crafted 300+ custom illustrations to fit game cover, boards, environments, characters, and more. Designed layout of game boards.
- © Created, wrote, illustrated and formatted art style guide to establish look and feel for freelancers to follow.

Art Director

PerBlue

September 2009-November 2013

- Art director and lead concept artist of PerBlue's mobile game titles, including shipped games: Parallel Kingdom, Parallel Mafia & Greed for Glory.
- O Hired, lead and directed a team of artists. Art assets ran the gamut from painting concepts of characters, monsters and environments; pixel artwork, animating 2D characters and completing high resolution splash art.
- Worked on a team to establish look and feel of projects and marketing materials



Bachelor of Fine Arts: Illustration

Milwaukee Institute of Art and Design May 2008. GPA: 3.7/4.0

CREDITS

Magic: the Gathering, Dungeons & Dragons, Artifact (Valve), Edge of Darkness, Dominion (Rio Grande Games), Legend of the Five Rings (FFG & AEG), Mystic Vale, and many more.

