

Annie Holley

Artist, Illustrator

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EDUCATION

Otis College of Art and Design

San Diego, CA

Class of 2025

BACHELOR OF FINE ARTS, (DIGITAL MEDIA, GAME AND ENTERTAINMENT DESIGN)

SKILLS

Software: Photoshop, Illustrator, InDesign, Substance Painter Pro, Maya, ZBrush, Microsoft Suite, Slack

Technical: writing, public speaking, customer service, communication, organization, events planning, illustration, digital art, social media marketing, project management, product manufacturing, graphic design

PROFESSIONAL EXPERIENCE

Art Implementation Internship, June 2025 – October 2025

"WORLD REBORN"; WICKED SAINTS STUDIOS

- *World Reborn* is a mobile game that incorporates story-focused gameplay to immerse the player in its virtual world with the structure of a visual novel. With gameplay choices backed by behavioral science and positive psychology, *World Reborn*'s goal is to integrate principles of activism and social justice into its game to inspire change within the player.
- Adjusted art style to create professional deliverables and concept art that is used by the creative team.
- Painted environments, props, and game assets to contribute to the development of the game.
- Communicated professionally with art director and supervisors, maintaining a healthy space for creative work to be made.
- Gained hands-on experience working for a remote video game company, which included participating in gameplay testing, team meetings, and coding implementation.

Toy Design Internship, September 2024 – April 2025

NAPA VALLEY TOYS

- Efficiently collaborated with Mentor and Foreign Manufacturer to create a plush line of an original character that she designed and illustrated.
- Professionally communicated through email and Zoom with both parties to ensure that the project was completed on time.
- Created mock-ups and concept art that thoroughly presented her idea, which resulted in an easy manufacturing process.
- Used her understanding of plushie manufacturing and materials to create a successful plushie that fully illustrated her original concept.

Freelance Illustrator, December 2023 - April 2024

WILDBRAIN STUDIOS

- Was commissioned by *Wildbrain Studios* to create an illustration themed around the IP *Strawberry Shortcake*, which was featured on the official *Strawberry Shortcake* Instagram in their *Makers, Bakers, and Creators* series.
- Communicated with the creative team reliably and professionally, taking artistic direction to make a finished commission.
- Worked professionally with Wildbrain to successfully make art of their intellectual property, helping to create a desired image of their brand.

Prop Designer, March 2025 – Present

"MY FRIEND FABIEN"; LONELY BROS ANIMATION

- *My Friend Fabien* is an animated sci-fi musical comedy series that is currently in development and producing short teaser animations.
- Designed props and created prop sheets and turnarounds to contribute to the development of the animated series.
- Adjusted art style to create professional deliverables that were used by creative team.

UI Artist, January 2025 – May 2025

"UNCHAINED"; VIDEO GAME

- *Unchained* is a tactical, 3D role-playing video game created by USC game students in which players must resolve conflicts with rivals through force or negotiation.
- Created UI assets such as buttons, panels, menus, icon borders, and concept art to contribute to the development of the game.
- Adjusted art style to create professional deliverables that were used by creative team.

Student Union Member, August 2023 – May 2025

OTIS COLLEGE OF ART AND DESIGN

- Efficiently helped with managing the School's resource exchange, organizing campus events, and facilitating inclusive listening circles on current political topics.
- Adept at creating a supportive environment for students and peers, contributing to a vibrant and engaged campus community through creativity, leadership, and strong communication skills.