

# STEPHANIE OLESH

Concept Art and Illustration

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## CAREER SUMMARY

Concept Artist and Illustrator with a proven track record in the gaming and entertainment industries. Skilled in concept art creation, project management, and collaboration with diverse teams. Committed to ongoing learning and professional development.

## EXPERTISE

Adobe Creative Suite | Procreate | Microsoft Office Suite | Administrative | Communication | Data Entry | File Management

## PROFESSIONAL EXPERIENCE

**CONCEPT ARTIST** | Vicarious Visions | Albany, NY

Jun 2014 – Jan 2021

Skylanders: Superchargers, Skylanders: Battlecast, Destiny 2, Tony Hawk's Pro Skater 1+2

- Contributed to nine long-term video game projects by producing daily exploratory sketches and illustrations, along with dozens of art and design variations to elevate approved designs.
- Actively engaged in regular meetings with Art Directors and Production Designers to incorporate feedback and execute revisions with a swift turnaround.
- Delivered dozens of approved creative assets, including character and environment concepts, color scripts, lighting studies and production illustrations that helped shape the projects' visual development.

**FREELANCE ILLUSTRATOR** | Los Angeles, CA

Jan 2010 – May 2014

Penguin Random House's "Kat Sinclair" book series, Paramount Animation's "Wonder Park"

- Produced diverse designs and illustrations in various styles for five long-term freelance projects, ranging from tabletop RPG games to animated feature films.
- Collaborated closely with diverse clients and teams, tailoring creative solutions that consistently met or exceeded client expectations.
- Maintained a strong record of on-time project delivery.

**USER INTERFACE ARTIST** | Gas-Powered Games | Redmond, WA

2010– 2012

Project Spark, Hex: Shards of Fate, Age of Empires: Online

- Thrived creatively under pressure, efficiently producing and iterating on designs within tight production schedules for three long-term projects.
- Demonstrated exceptional organization and prioritization skills, consistently meeting project milestones, and delivering quality visuals that enhanced the gaming experience.

**ASSOCIATE ARTIST** | Skyvu Entertainment | Omaha, NE

2009 – 2010

- Successfully balanced creativity with technical requirements across four projects, consistently producing visually appealing results.

## EDUCATION

BACHELOR'S DEGREE | Illustration | Rhode Island School of Design

2004 – 2008

## PROFESSIONAL DEVELOPMENT

ADVANCED CHARACTER DESIGN | Animation Collaborative

2023

ENVIRONMENT SKETCHING FOR PRODUCTION | CGMA

2014

PAINTING WITH COLOR AND LIGHT | CGMA

2013

INTRO TO STORYBOARDING | Skillshare

2013

CONCEPT ART MENTEE | Motivarti

2013

INTRO TO MAYA | Metropolitan Community College | Omaha, NE

2009