Kathleen (Kayla) Bagay

Concept Artist and Illustrator

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Links Portfolio, LinkedIn, Instagram, Cara

01 PROFILE

- Experience in designing 2D digital art.
- Proficient in using digital graphic software.
- Utilize a variety of art styles.
- Demonstrate ability to meet deadlines efficiently.

02 SKILLS

2D Digital Art
Character & Environment Design
Organization Skills
Problem Solving
Attention to Details
Teamwork

03 SOFTWARES

Adobe Illustrator & Photoshop

Unity

Figma

04 EMPLOYMENT HISTORY

2022 — Present

Concept Artist & Illustrator at Freelance

- Works well independently and on a team.
- Effectively communicates with colleagues, superiors, and clients.
- Exhibits excellent self-discipline and self-management skills.
- Works to build long-term relationships with clients and companies.

2024 — Present

2D Game Artist at Hoppa-Play

- Design vibrant 2D game assets, user interfaces, and concept art.
- Develop visual concepts for hyper-casual & casual mobile gaming apps.
- Collaborates on multiple projects with a professional team of game designers and developers.

2022 — 2023

Illustrator at Mesiba Games

- Created illustrations for a game that accurately captured the cute childish style.
- Worked closely with the Art Director and Game Designer, ensuring all the illustrations were delivered on time.

05 PROJECTS

Oct 2024 — May 2025

Tropical Twist

Mobile (Android)

Directed the game's visual and designed vibrant 2D game assets, UI, & concept art. (Link).

May 2024 — Nov 2024

Fire Blob

Mobile (Android)

Designed vibrant 2D game assets, UI, & concept art and worked with other artists. (Link)

Nov 2022 — Dec 2023

Zoom It: Find Hidden Objects

Mobile (Android)

Created vectored illustrations with Adobe Illustrator.

06 INTERNSHIPS

Nov 2023

Character Concept Artist at T'sarE

- Created character concept art that accurately captured the visual of the game.
- Worked closely with the Game Designer, ensuring all the illustrations were delivered on time.

07 EDUCATION

2019 — 2022

Tiltan School of Design and Visual Communications

Bachelor's Degree

Bachelor's Degree in Game Art (2D) & Design.

- Participated in hackathons & game jams aside from studies.
- Worked as a positive and enthusiastic team member.
- Worked to maintain a neat and organized working environment.