

# Kathleen (Kayla) Bagay

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## LINKS

[Portfolio](#), [LinkedIn](#), [Instagram](#), [Cara](#)

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## 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.

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## SKILLS

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

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## SOFTWARES

Adobe Illustrator & Photoshop

Procreate

Unity

Figma

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## EMPLOYMENT HISTORY

2022 — Present

Concept Artist & Illustrator, 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, 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, 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.

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## WORK

May 2025 — Nov 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. ([Link](#))

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## INTERNSHIPS

Nov 2023 — Sept 2025

### Character Concept Artist, 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.

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## EDUCATION

2019 — 2022

### Bachelor's Degree, Tiltan School of Design and Visual Communications

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.