Tessa Jane Snow

Concept & UI Artist | 3D Artist

Salt Lake City, US
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Concept & UI Artist with 7+ years of experience creating diverse concepts for game content such as clothing, furniture and NFT attributes. Proficient in Figma, Photoshop/Illustrator, and Blender/Maya, with a strong emphasis on communication and organizational skills. Passionate about pushing creative boundaries and enhancing user experiences.

Employment history

Game & UX Designer, MobilityWare, Apr 2023

- Collaborated with developers to implement intuitive UX designs, streamlining player navigation and improving overall game satisfaction.
- Conducted user testing sessions to gather feedback, allowing for data-driven adjustments that significantly elevated gameplay experience.
- Partnered with cross-functional teams to iterate on game concepts, fostering a shared vision that resulted in well-received product launches.
- Encouraged open communication within the design team, creating an inclusive environment that nurtured creativity and innovation.

Concept Artist and 3D Artist, Cinder Studios, Jan 2022 - Jan 2023

• Created Concept Art of NFT Attributes (Moods | Eyes | Facial Features | Tattoos | Themes | Accessories).

• Created UI Icons for in-game items.

• Collaborated on UI Icons for elements within Cinder.

• Created 3D Models of assets used for social game-play designs such as hidden items and goal markers.

• Placed 3D Modeled assets throughout the environment for Holiday Events.

• Posed 3D Avatar Models and rendered images for the Marketing team to use on social platforms.

• Created showcase images of game-play, environments and NFT avatars for presentations.

Concept Artist and 3D Artist, WildWorks, Jan 2016 - Jan 2022

• Created concept art of craftable content within Feral such as clothing and furniture.

• Completed concept art explorations of NPCs (character design) and environments.

• Created 3D Models of NPC modular body parts (including UVs and textures).

• Created concept art of accessory content within Animal Jam.

• Created UI Icons to represent content in-game such as Avatars, Pets, Accessory Sets and Dens.

• Created 3D Models from accessory concept art (including UVs and textures).

• Created animated textures for 3D Models.

Education

Salt Lake Community College, Salt Lake City, Utah, Aug 2014 - May 2016

Associate of Arts and Sciences - AAS, Animation, Interactive Technology, Video Graphics & Special FX

Skills

NFTs	Character Design	Content Design	UI Design
Level Design	3D Modeling	Unity	Maya
Photoshop	Illustrator	Blender	

Links

LinkedIn   ArtStation   Portfolio