



Mariel Labajos

Concept Artist & Illustrator



Illinois, USA



artofcharburst.com



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EXPERIENCE

THIRTEEN GAMES - JUNIOR ARTIST

JULY 2020 - PRESENT

- Lead Item Designer for Powers on Nova Island and maintained quality and accuracy to game details and changes
- Supported various game design aspects such as UI/UX, Character Design, Community Support, Merchandise Design, and Animation
- Independently implemented game files via Unity/Github

INTEL GAMING/BENTO LLC. - FREELANCE

APRIL 2021 - PRESENT

- Illustrated Comics for Social Media Marketing
- Illustrated Original Artwork for Social Media Marketing
- Designed Original Merchandise for marketing and campaigns

FREELANCE ARTIST

2013 - PRESENT

- Frequent contact with clients to ensure satisfaction
- Time management to reach deadlines
- Created original artwork, merchandise, emotes, logos, character designs for several clients

SKILLS

2D SPINE PIPELINE
UNITY ASSET IMPLEMENTATION
ADOBE SUITE
ITEM DESIGN
ILLUSTRATION
MERCH DESIGN
CONCEPT ARTWORK
ICON AND UI DESIGN

EDUCATION

AMERICAN ACADEMY OF ART
BFA IN ILLUSTRATION - DIGITAL SPECIALIZATION (2020)
CUMULATIVE GPA: 3.7

LANGUAGES

ENGLISH, TAGALOG