



Qualifications

- Conceptualized, illustrated, animated, and coded a video game for my Senior Thesis titled "Project Contrast"
- Advanced knowledge of Photoshop, Blender, and Concept art production pipelines. (working knowledge of most 2D and 3D programs)
- Forged close-knit teams through 8+ years of Leadership training
- Imaginative and Motivated, driven to accomplish difficult tasks with creative solutions
- Always learning and ready to learn more

Education

Illustration, BA Honors Liberal Arts, BA

Seattle Pacific University, 2023
3.95 GPA, AIGA, Honors, Deans List, Resident Advisor

Concept Art

The Workshop Academy, 2022 - present
Brainstorm School, 2022

PIERCE PAPKE

Concept Artist

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Seattle, WA

Experience

Freelance Concept Artist and Illustrator

Self-employed | Sep 2018 - Present

- Designing environment, character, and hard-surface concepts for clients and personal projects.
- Manage and create content for Instagram and YouTube with 14,000+ total followers.

Illustrator

Lingua Art Journal | June 2022 - Present

- Concepted and illustrated team portraits, marketing materials, and journal covers.
- Utilized industry-standard pipeline production using photo-bashing, color-grading, 3D, etc.

Library Student Supervisor & IT

Ames Library | Oct 2021 - Present

- Educated students on Library processes, and initiated frontline IT and computer troubleshooting support.
- Modeled positive and friendly work culture by setting the precedent as Student Supervisor

2D Media Artist and Creative intern

Office of Student Involvement and Leadership | Sep 2021 - Sep 2022

- Built a visual style guide for a major University organization, as well as multiple graphics and illustrations.
- Overhauled and redesigned the Associated Students of Seattle Pacific website.