

MIKAELA JADE SEELY

UI Artist and Illustrator

SUMMARY

A savvy UI Artist who has 7 years of art and design experience, with 2 years in the AAA gaming industry. Presents a relentless drive and high standards for presentation and design aesthetic. Has a history of overseeing the production and design of web and e-mail collateral. Currently conceptualizes original UI assets that bring simplicity and user-friendliness to complex situations.

EDUCATION

2015 - 2019 • Degree

Milwaukee Institute of Art & Design

Bachelors (BFA), Illustration Major

2020 • Certification

California Institute of The Arts

Certificate course: Video Game Design

2022 • Certification

California Institute of The Arts

Certificate Course: Visual and User Interface Design

EXPERIENCE

2021 RAVEN SOFTWARE

NOW Junior UI Artist for the Call of Duty franchise

- Worked across the franchise to adapt designs to fit Stakeholder ideals.
- Provided concepts and ideas for HUD Layouts and icons that fit new design standards.
- Worked with 3D Texture maps to create assets and icons.
- Maintained design approval files with component and structural updates to maintain regulatory approvals.

2020 TheoPRO Compliance & Consulting

2021 Marketing Director

- Created branding materials that served as a base for a new brand identity.
- Tasked with making graphics and created social media posts and campaigns.
- Lead marketing campaigns that provided a high upward trend of revenue.

2018- Manitou, LLC

2019 Global Marketing Intern

- Tasked with creating graphics for online and offline layouts.
- Edited editorial photos for clients and magazines, and social media posts.
- Organization of files.

2013- Boys & Girls Club of America

2018 Unit Art Director

- Worked with the managerial team to produce brochure content & designs.
- Created course plans and Instructed groups of children as an art instructor.

CaLARTS

Apr 14, 2021

Mikaela Jade Seely

has successfully completed

Introduction to Game Design

an online non-credit course authorized by California Institute of the Arts and offered through Coursera



Fran Krause
Faculty, Character Animation
School of Film/Video

COURSE
CERTIFICATE



Verify at:

<https://coursera.org/verify/GRLLBY59VDLJ>

Coursera has confirmed the identity of this individual and their participation in the course.

CaLARTS

Jul 17, 2022

Mikaela Jade Seely

has successfully completed

Visual Elements of User Interface Design

an online non-credit course authorized by California Institute of the Arts and offered through Coursera



Michael Worthington
Faculty, Program in Graphic Design
School of Art

COURSE
CERTIFICATE



Verify at:

<https://coursera.org/verify/8ND79VAG83WF>

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