



MELISSA — HOWELL

EXPERTISE

CONCEPT ART
ILLUSTRATION
STORYBOARDING
VISUAL STORYTELLING

EDUCATION

MASTER OF ARTS
Academy of Art University
2006 - 2009

BACHELOR OF SCIENCE
Cornell University
1998 - 2002

CONTACT

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PROFILE

Hello, my name is Melissa Howell and I am a Visual Storyteller. Imagination has always been a driving force throughout my life. After years of imagining I wanted to be a criminal profiler for the FBI, I finally realized that I would rather use my skills to create fascinating heroes, villains, creatures, and the worlds they inhabit. I strive to create resonant narratives through my work, so that each design, each character, each place is, in itself, its own story.

EXPERIENCE

VISUAL STORYTELLER & SOLE PROPRIETOR
Howell for Joy Designs / 2014 - Present

Utilizing my experience in concept art and illustration, I create unique and personalized designs for people celebrating life's major milestones: weddings, Bar Mitzvahs, epic birthdays, and new family additions. I provide invitations, programs, thank you cards, posters and signs, and anything else that may be needed to set the theme and decor for a client's event.

Howell for Joy Designs - "Illustrating life's most joyful moments"

CHARACTER CONCEPT ARTIST
Skrownge / 2015

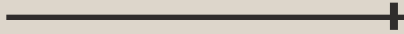
I was contracted to redesign the main female character for an iPhone trivia game app. The concept is that you get answers correct and you earn real world prizes you can redeem at major brand stores. My task was to create a character that would be more appealing to the target female 21 - 45 demographic, as the previous design was seen as "too young" or "too anime." I provided preliminary sketches, rough color comps, and final high-resolution artwork.



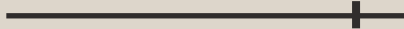
MELISSA — HOWELL

SKILLS

PHOTOSHOP



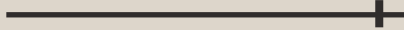
ILLUSTRATOR



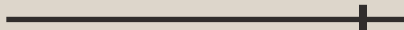
COREL PAINTER



CHARACTER DESIGN



STORY PITCHING



AWARDS/PUBLICATIONS

BEST IN CATEGORY
CREATURE DESIGN

AAU Spring Show / 2008

BEST DISNEY COSTUME
FOR MARY POPPINS

Disney Interactive / 2012

4 IS A LITTLE, 4 IS A LOT

Children's Book Illustration / 2010

EXPERIENCE CONTINUED

2-D GAME ARTIST

Disney Interactive / 2011 - 2014

I was recruited to create high quality 2-D art assets for a variety of games for Facebook and mobile social gaming platforms. I regularly collaborated with fellow artists to ensure style continuity and quality. I also regularly worked with the team's animators to discuss how designs needed to be created for optimal animated results. Producers and team leaders regularly recognized my team and me for raising the bar for design quality and setting the standard for creativity and execution of artistic vision.

CONCEPT & STORYBOARD ARTIST

Snipple Animation / 2010

Snipple Animation contracted me to be their main Visual Development team on their short animated film "The Frog who knew too little." I designed characters, props, and sets. I created color comps of the designs as well as full rendered paintings of characters. I provided character turn-arounds for each character as well as set elevations and model packets for their 3-D modelers. I also created storyboards based on the script and provided them with a rough animatic using Toon Boom software.

CONCEPT ARTIST/ILLUSTRATOR

Westland Giftware / 2010 - 2011

I designed concepts and illustrations for various collectibles and licensed products. Upon initial design approval, I developed a final color scheme and provided the color codes for factory production. I reviewed sculpts created from my drawings for accuracy and made notes of any revisions needed, including drawing over the images of the sculptures. I was often tasked with ensuring accuracy of sculptures for all designs since my supervisor recognized my attention to detail.