

Sandra Chiem

Game Artist

Illustration | UI/UX | Animation

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EXPERIENCE

Aristocrat Technologies Gaming — *Marketing and iGaming Artist*

January 2023 - February 2026

Created Banners, marketing material, and promo videos and motion graphics for Aristocrat, Gimmie Games, Wizard Games across various platforms and clients such as: BetMGM, Fanduel, Rush Street, Draft Kings, Ballys, Caesars and more.

Playco — *Game Artist*

October 2020 - November 2022

Provided character concepts, designs, and character illustration. Illustrated background environments and props. Generated storyboards for game flow and sequences. Collaborated with engineers and tech artists to export animation and art assets for mobile platforms. Provided promotional art for marketing. Setup files for outsourcing.

Projects:

- Storyverse (iOS & Android)
- Sway Stories (iOS & Android, TikTok)
- Trip Royale (iOS & Android, LINE)
- Fashion Life (Facebook Instant Games)
- TBA Cat Pet Game (iOS & Android, LINE)
- Thug Life (Facebook Instant Games)
- Spy Life (Facebook Instant Games)

Mobilityware — *Senior Game Artist*

January 2015 - April 2020

Created art style guides and principal character designs. Established UI art styles, icons and assets, and UI layouts/mockups. Generated storyboards for game flow and sequences. Provided various campaigns and promotional assets for Live Ops and Marketing. Animated characters, icons and game assets. Worked with outsourcing to ensure quality of art standards. Concepted and designed characters and characters.

SKILLS

2D Animation, UI Design, Illustration, Character Design, Rotoscoping, Storyboarding, Marketing Art, Motion Graphics, Visual Development

PROGRAMS

Adobe Photoshop, Illustrator, Animate/Flash, Spine, Unity, Figma, After Effects, PC and Mac.

EDUCATION

Art Institute of Los Angeles, Bachelors Media/Animation

Projects:

- Jigsaw Puzzle (iOS & Android)
- Vegas Blvd Slots (iOS & Android)
- Tropical Treats (iOS & Android)
- Block Party Bingo (iOS)
- Match & Rescue (iOS)
- Hot Streak Slots (iOS)

KONAMI Digital Entertainment (LLC) — *Game Artist*

[January 2012 - December 2014](#)

Lead Artist, UI Design and layout, Animated Mockups, Live Ops/Marketing art, and created Game Art Assets and Illustrations for the following Games:

Projects:

- Solitaire: Daily Challenge / Sudoku: Daily Challenge (iOS & Android)
- Star Wars: Force Collection (iOS & Android)
- Pro Evolution Soccer Manager (iOS & Android)
- Dragon Collection International (iOS & Android)
- MLB: Dream Nine (Facebook)
- Twilight Carnival (Facebook)
- Puzzle Chasers (Facebook)
- Ice Pick Panic/ Wild 21/ Keep on Poppin' (Facebook)

Meteor Games, LLC (LLC) — *2D Artist*

[January 2011 - January 2012](#)

Created Illustrations, Game Assets, and Character Designs as well as UI

Projects:

- Neopets: Treasure Keepers (Facebook)
- Serf Wars (Facebook)
- Island Paradise (Facebook)

StereoD— *Rotoscope Artist*

[November 2010 - January 2011](#)

Rotoscope Artist for converting 2D shots into stereoscopic 3D for film titles.

Projects:

- Captain America: The First Avenger (2011)
- THOR (2013)