

# ISABELLE BOOTHE

EXPERIENCE DESIGNER

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## WORK EXPERIENCE

- 2022** **OWNER, FOUNDER, MANAGER**  
BS Media LLC – “Teumenisi” – Remote
  - + Researched the genre and strategized how to fill the void in the current game market.
  - + Organized and maintained a project timeline and prioritized production backlog.
  - + Contracted talent and managed production according to project timeline.
  - + Developed game mechanics and drafted corresponding documentation.
  - + Produced wireframes and high fidelity prototypes for implementation by developer.
- 2021** **EXPERIENCE DESIGNER, 3D ARTIST**  
“Synergy” – Remote
  - + Conceptualized game experience based upon client brief.
  - + Developed game mechanics in accordance to project goals and game messaging.
  - + Created concept art based upon established design guidelines.
  - + Created game ready models based upon concept art.
  - + Set dressed environment based upon level designer’s instruction.
  - + Created splash art based upon established design guidelines.
- 2016** **GRAPHIC DESIGNER**  
2017  
The Awards and Frame Shop – Colonial Heights, VA
  - + Consulted with clients to ascertain project needs, educate them on available products, and advise what products would best suit their needs and goals.
  - + Created concept art and final digital graphics based upon client needs.
  - + Assisted with website and social media development and maintenance.
- 2015** **ART DIRECTOR**  
Dox Studios – Remote
  - + Consulted with client to ascertain desired project goals and art direction
  - + Produced documentation (“Art Bible”) of visual design system for the art team.
  - + Managed the art team according to production schedule and ensured content created adhered to the established design guidelines.
  - + Created character concept art based upon client’s specifications.
  - + Created high and low poly models based upon concept art.
  - + Created textures for assets according to established design guidelines.
- 2014** **CHARACTER ARTIST**  
2015  
“Grave Mistakes” – Savannah, GA
  - + Created character and environment concept art based upon established design guidelines.
  - + Created high and low poly models based upon concept art according to established design guidelines.
  - + Created textures for models according to established design guidelines.
  - + Collaborated with VFX artists to create character effects.

## EDUCATION

**VCU Brandcenter**, Richmond, VA  
2020 - 2022  
M.S. in Business, Experience Design

**Savannah College of Art & Design**, Savannah, GA  
2011 - 2015  
B.F.A in Interactive Design & Game Development

## SKILLS & TOOLS

UX/UI Design  
3D Modeling  
Digital Prototyping  
Adobe Creative Cloud  
Figma  
Autodesk Maya / ZBrush  
Unreal Engine

## AWARDS

**GRAVE MISTAKES**  
Educational Spotlight  
-UnrealEngine.com  
Best 3D Game  
-SCAD Entelechy Awards  
Best Student Game  
-OrlandoIX  
Highly Commended Game of the Year  
-Autodesk CG Studen Awards

## INTERESTS



The Perfect Red Velvet Cake



Art Roleplay Games



Stationery Supplies



Learning German