

# OwlGhost Studios

[ArtStation - Owl Ghost Art](#)

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## PROJECTS

### **Gamestormers** — *Illustration, Graphic Arts, Branding*

August 2021 - PRESENT

Full design and art package for the game:

- Illustrations for 139 tabletop playing cards
- User interface design for: cards, play mats, score cards
- Package design of the product's box
- Instruction manual layout and associated art book
- Branding assets and marketing materials for the game's crowdfunder page
- Manufacture proofing for printing and production of the physical game

*Funded on Kickstarter in 25 hrs.*

### **Goblin Girl Comics** — *Colorist, Graphic Arts*

August 2021 - PRESENT

Painted color rendering for a 74 page young adult graphic novel

- Color interior pages for the graphic novel
- Color illustrations for book front covers
- Designed and produced assets for crowdfunding page, trading cards, poster prints, toys and associated items within this product line

*Funded on Indiegogo in 2 hrs.*

### **Redcliffe Games** — *Concept Art*

December 2021 - PRESENT

Characters for an upcoming mobile game titled "Red Shield"

- Main playable characters look and feel
- Costume and Clothing design
- Power and ability sets
- Item and gear rarity
- Quality control of created assets

## SKILLS

Quality focused external art developer. Small art studio with a personal approach to each project. We offer pro-level art, design, coloring and 3D products at an affordable price as well as full art and marketing packages for your games and illustrated novels.

## LANGUAGES

English, Ukrainian, Russian

## **Side Bar Games — Illustration**

September 2022 - October 2022

Illustration to be used as marketing material and start/load screen for upcoming game on the Nintendo Switch titled “*Sports Story*”

## **Charlie’s London: From East Lane to Limelight — Colorist**

June 2021 - August 2021

Colorist for the first graphic novel of the biography of Charlie Chaplain

- Officially licenced by the Chaplain Estate to be sold in the Chaplain museum in London

## **Splatto Comics — Illustration**

June 2021 - Present

Black and white halftone rendering for a 100 page graphic novel “*Rock N’ Roll Ninja*” by Chuck Dixon

## **ABC Sports/ESPN — Storyboards**

November 2021

Assisted on storyboards for the ESPN NFL Christmas Special and 2022 NCAA College Football Championships promotional commercial spots

- *Creative team was nominated for an Emmy Award for the segment we produced*

## **Gifted Rebels Co. — Graphic Arts, Branding**

September 2021

Logos and branding for actor/producer Wesley Snipes’s new graphic novel “*The Exiled*” and “*80’s Verse*”, and associated items within the product line

## **9 Lives Comics, — Illustration**

May 2021

Color illustrations that were used as poster prints, marketing items, and interior images for the graphic novel “*Starlight Cats*”

*Worked directly with Shane Davis (formerly of DC comics/Superman: Earth One)*

## **Retro Graphic Books — Graphic Arts, Branding**

October 2021

Logos and branding for “*Tyger Blue*” graphic novel, and associated items within the product line

## **Dungeon in a Box** — *Graphic Arts, Branding*

May 2022 - July 2022

Logos and branding for “Stonefold Kingdoms” D&D assets, and associated items within the product line

- Marketing assets and crowdfunding page graphic assets for the product

## **Grimsteel Games** — *Graphic Arts, Branding*

January 2022 - April 2022

Logos and branding for parent company and “Diamond Dave’s Rumble Throwdown” tabletop game, and associated items within the product line

- User interface design of the game cards
- Design and rendering of card backs

## **Riot Press** — *Illustration, Colorist*

August 2022

Illustrations/Package design for a toy product line and a comic book:

- Color illustrations for book front covers
- Color interior pages for the comic book
- Toy packaging illustrations

## **Heroes of Arcan** — *Illustration, Game Assets*

January 2022 - August 2022

Full design and art package for the game:

- Character design
- Props for in game and user interface
- Splash art
- Maps
- Developed entire look and feel for the game world and characters
- Quality control of created assets

## **Rise Again Comics** — *Illustration*

June 2022

Color illustration for posters/marketing/interior materials of the graphic novel “Terror in the Trenches”

## **Incredible Comics** — *Colorist*

June 2021

Colorist for a short story included in Dan Fraga’s Black Flag issue #1

## **Steven Coulter's Copperhead 1 & 2, Passageway — *Illustration***

January 2021 - Present

Traditional novel art assets:

- Color illustrations for book front covers
- Black and white line art illustrations for interior chapter titles

### **EDUCATION**

#### **Art School for Digital Artists, Burbank, CA — *Graduate***

May 2020 - January 2022

The Art School program is a complete college-like curriculum from home. It is a 10 term course ranging from 2D illustration, to 3D modeling. The program focuses on industry standard fundamentals to full project oriented creations. The school was founded and is taught by Marc Brunet (former Senior lead artist at Blizzard Ent.). He personally mentored students through the entire program.

### **EXTRAS**

#### **Various Smaller Projects**

Fiendish Covers, Frog-G Covers and Trading Cards, Dragon Multimedia LLC logos and branding, Lady Alchemy Logos and graphic design, Sovereign Wolf trading cards, Concept art and Graphic Design for sports team gear and apparel, Personal Individuals