



Charlotte Tarlitz

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Education

2003 – 2007 **Otis College of Art and Design**
Concentrated studies in Fine Arts, Communication Arts; emphasis in Illustration

Experience

- 2014 – 2020 **PinCraft, Inc.**
Illustrator
I conceptualized and illustrated pins and merchandise for Hard Rock Cafe across all of their locations internationally.
- Clients also included Sanrio's Hello Kitty and Disney.
 - Developed hundreds of designs for manufacture to date.
- 2012 – 2014 **Jet Morgan Games**
Art Director
I created art to fill a number of needs from illustration to environment design, concept art, in-game assets, UI, graphic design and animation. I oversaw all of our projects and led our team in keeping us on-brand for licensed work and on time for deadlines with an unflagging passion for quality.
- **Lead Artist** – Projects for Disney, Mattel, Spinmaster, Hasbro and Activision.
 - **Art Director** – Over 20 games, websites, apps and projects for mobile, web and tablet.
 - **Producer / Artist** – Hasbro's *See Yourself as an Equestria Girl: Rockified* and *Equestria Girls: Repeat the Beat*, Mattel's *Ever After High: True Hearts Matchmaker*.
 - Pitched, produced, art-directed, did the game design for and was lead artist on Disney's popular *Frozen: Double Trouble* game for web and mobile.
- 2011 – 2012 **Numedeon Games, Inc.**
2D Game Artist
I developed 2D visual assets from initial idea to development and publication of final art. This included characters, icons, page layouts, in-game items, environments, sprite animation and typography for their *Whyville* and *Humanaville* games.
- 2010 **ChangYou Games**
Freelance Contract Artist
I created 6 illustrations of their character "Jenny" for the *Blade Wars* game website.
- 2009 – 2012 www.icrontic.com
Freelance Contract Artist / Gaming Reporter
I illustrated imagery to enliven various articles for the site. I also have been published many times over as an accomplished video games reporter.
- **Game Reporter** – E3, CES, Blizzcon.
- 2008 – present **Freelance Contract Artist, Various Clients**
I was commissioned to create many illustrations, logos, storyboards and other artworks during this time – the most notable of which are listed below.
- **Illustrator** – *Kid with the Cape* children's book written by Edward Bereta.
 - **Illustrator** – *Vegetarian Times* magazine, May '08 edition.
 - **Game Artist** – *Playsets* mobile fantasy RPG app; created many 2D enviros, props and characters.

Skills

- Confident in leadership roles with an upbeat, success-driven attitude
- Conceptualizing artistic designs to bring to life interesting, memorable visual worlds, items and brands
- Expertise in Adobe Photoshop, Adobe Illustrator, and Flash. Understanding of 3D principles
- Some Unity and Figma knowledge
- Experience developing content for web, mobile, tablet, html5, print, and physical merchandise
- Strong foundation in traditional media (drawing and painting)
- Excels in communication, organization, and ability to adhere to deadlines; works well under pressure
- Team-oriented and exceptionally driven, self-motivated and responsible