

# Jillian Bakos

Illustrator // graphic designer // concept artist

## EXPERIENCE

### **ROGUE GAMES** // *Senior Art Manager*

MAY 2019 - FEB 2023

- ★ Created original illustrations, graphic design assets, key art, logos, and video content.
- ★ Managed external partners, including Netflix, Sanrio, Apple, Game Grumps, etc., providing creative direction and feedback, conceptual artwork, and marketing assets.
- ★ Oversaw internal creatives, handling tasks like asset resizing, image composition, and asset development.
- ★ Managed social media and created assets for various platforms, such as PlayStation, Xbox, Steam, Nintendo, Epic Games, Apple, Google, etc.
- ★ Organized and planned events, including conferences and conventions like PAX West.

### **AKUPARA GAMES** // *Marketing & Concept Artist*

FEB 2018 - MAY 2019

- ★ Creation of graphic design assets used for promotional and marketing purposes.
- ★ Management of internal marketing assets.
- ★ Creation of conceptual artwork.

### **FOXNEXT GAMES** // *Game Artist*

JUNE 2018 - AUG 2018

- ★ Collection of visual references across ongoing projects and providing visual feedback to external partners.
- ★ Creation of conceptual artwork.
- ★ UI/UX redesign, game asset paint overs and redlining.

## EDUCATION

### **University of Southern California** // *Art, Design, & Animation*

AUG 2015 - MAY 2019

### **UCLA Extension** // *Unity*

APR 2023 - JUNE 2023

## CONTACT

925.719.5505  
jillianbakos@gmail.com  
www.jillianbakos.com

## PROFESSIONAL SKILLS

Adobe Media Encoder, After Effects, Animation, Excel, Graphic Design, Illustration, Illustrator, InDesign, Microsoft Word, Painting, Photoshop, Powerpoint, Premiere Pro, Unity.

## PROFESSIONAL SKILLS

Adaptive, Excellent communication skills, Fast learner, Organization, Partner Management, Project management, Team management, Teamwork, Versatile.