

# Cailey Pokrzywa

## 2D GENERALIST | CONCEPT ARTIST

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### EDUCATION

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#### ELVTR

2D Game Art Certification

FEB 2025 - MAR 2025

#### Massachusetts College of Art and Design

Bachelors of Fine Art

Minor Creative Writing

SEP 2018 - MAY 2022

Academic Honors

### WORK EXPERIENCE & PROJECTS

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#### Funnibonez Studio LLC

Owner, Creator, Director, Lead Artist & Writer

AUG 2024 - PRESENT

Hamburg, NJ

- Founder and Studio Lead of FunniBonez, overseeing the end-to-end creative and production pipeline for *Morto*, a dark-comedy adventure game exploring themes of love, loss, and the absurdity of the afterlife.
- Managing and mentoring a multidisciplinary development team (programming, music, animation) while owning all major creative decisions, production timelines, and overall narrative direction.
- Responsible for all visual and storytelling components, including hand-illustrated character sprites, worldbuilding, scriptwriting, and narrative design.
- Overseeing technical implementation, coordinating scripting, game logic, and cross-department integration to ensure a cohesive artistic and gameplay vision.

#### Killer Sunshine

Concept Artist

JUN 2025 - PRESENT

Remote

- Collaborating with a team of 3D character artists to design and refine character customization parts for upcoming game features.
- Contributing creative direction and fresh design perspectives during team reviews, helping expand artistic and gameplay possibilities.

#### Dizzy Cat

Concept Artist

JUL 2025 - PRESENT

Remote

- Developing prop, environment, and world-building concepts to support the visual style and narrative tone of the animated series *Dizzy Cat*.
- Actively participating in team meetings and creative discussions to shape the evolving look and feel of the project.

## Big Shot & Friends

Character and Concept Artist

APR 2024 - DEC 2024

Remote

- Produced character concept art and full turnarounds used by the 3D modeling team to prepare assets for animation.
- Designed original characters “Love” and “Steve,” featured in the episode “**Big Shot & Friends: Love,**” now available on YouTube.

## SKILLS & SOFTWARE

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|---------------------------------------------------|---------------------|
| ● Conceptual Work & Visual Development            | ● Adobe Photoshop   |
| ● 2D Game Asset Creation                          | ● Procreate         |
| ● Character/Prop/Environment Design Storyboarding | ● Adobe Illustrator |
| ● Unity & C# Knowledge                            | ● Clip Studio Paint |
| ● Color Theory                                    | ● Unity             |
| ● Lighting & Composition                          |                     |
| ● Promotional/ Marketing Art                      |                     |
| ● Leadership/Team Management                      |                     |
| ● Art Direction/Narrative Design                  |                     |