

Cailey Pokrzywa

2D GENERALIST | CONCEPT ARTIST

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EDUCATION

ELVTR FEB 2025 - MAR 2025 2D Game Art Certification

Massachusetts College of Art and Design SEP 2018 - MAY 2022 Bachelors of Fine Art Academic Honors Minor Creative Writing

WORK EXPERIENCE & PROJECTS

Radiant Swans APR 2026 - PRESENT 2D Game Artist Remote

- Creating various in-game assets, backgrounds and puzzle visuals.

Funnibonez Studio LLC AUG 2024 - PRESENT Owner, Creator, Director, Lead Artist & Writer Hamburg, NJ

- Founder and Studio Lead, 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 JUN 2025 - PRESENT Concept Artist 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.

Big Shot & Friends APR 2024 - DEC 2024 Character and Concept Artist 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 | • Art Direction/Narrative Design |
| • 2D Game Asset Creation | • Unity & C# Knowledge |
| • Character/Prop/Environment Design | • Adobe Photoshop |
| • Storyboarding | • Procreate |
| • Color Theory | • Adobe Illustrator |
| • Lighting & Composition | • Clip Studio Paint |
| • Promotional/Marketing Art | |
| • Leadership/Team Management | |