**Olivia Clarke**

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**Email:** [OliviaLili98@hotmail.com](mailto:OliviaLili98@hotmail.com)

**Portfolio**: https://www.oliviaclarkeart.com/

I am a graduate from Staffordshire University, having completed my Master’s Degree studying Concept Art for Games and Films, my interests being in creating creature and character designs and illustrations. I am a bright, creative, motivated individual, who can learn things very quickly. I have great communication and listening skills and work well with others. I am hard working and will give 100% effort and commitment to my work.

**Work Experience**

**December 2023 – Present**

**Content Creator | Universally Speaking**

Creating graphics/illustrations, motion graphics and videos for their social media platforms and inhouse works such as Business Proposals, Hiring Posts, Training materials, and Company Announcements.

Managing their social media, scheduling posts, keeping updated with trends.

**Key skills for this role:** Utilising design skills such as composition, colour theory, and concept design. Attention to detail, working to deadlines and communication with upper management.

**June 2022 – December 2023**

**FQA Games Tester | Universally Speaking**

Testing games for bugs, flow, and stress testing.

**Key skills for this role:** Attention to detail and communication skills when reporting to the client. Complying with NDA and restrictions within the workplace.

**Projects:**

Ghost of Tsushima Director’s Cut | PC Steam – Credited

Marvel’s Spider-Man 2 | PS5 – Credited

Marvel’s Midnight Suns DLC | Xbox Series X, PS5, PC Steam – Uncredited

NBA 2k23 | Xbox, PlayStation – Uncredited

**October 2019 – July 2024 (Seasonally)**

**Artist | Wake Up Tourneys**

Creating promotional material and branding. Ran art print stall, handling payments and change.

**Key skills required for the role**: Working with the client to ensure the work meets their standard and vision, working with the public, responding to questions and queries. Get up and go attitude to get my work into the public eye. Dedication to succeed.

**Education**

**2021 – 2022**

**(MA) Masters by Negotiated Study – Concept Art | Staffordshire University**

**2017 – 2020**

**(BA) Hons Concept Art for Games and Films | Staffordshire University**

**Grade: Second Class: 1st Division**

**Technical Skills**

Adobe Photoshop | Adobe Illustrator | Adobe Premier Pro | Procreate | Clip Studio Paint | Jira | Helix | Target Manager (PlayStation & Xbox)