

MARY CATHERINE SCOVILLE

CONTACT

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PROFILE

I have a passion for immersive environments and creating spaces that players want to spend hours getting lost in. To that end, I want to work on a cooperative team to create games that players are eager to come back to time and again.

EDUCATION

- 2011- 2014 Master of Fine Arts
Arts and Technology
University of Texas at Dallas
Richardson, TX
- 2007- 2011 Bachelor of Fine Arts
Studio Art
Southwestern University
Georgetown, TX
- 2004- 2007 International Baccalaureate
L.D. Bell High School
Hurst, TX

EXPERIENCE

- 5.2014- Pres. Part-Time Lecturer
University of Texas at Dallas
-Computer Imaging Instructor of record
- 8.2013- 5.2014 Teaching Assistant
University of Texas at Dallas
-Computer Imaging instructor of record
- 11.2012- Pres. Lead Artist
Firewood Software
-All asset creation and design direction
- 3.2011- 1.2014 Graphic Designer and Concept Artist
Monstrous Company
-Content creation and mockup design
- 5.2007- Pres. Freelance Artist
Various clients and employers
-Designed various visuals for multiple clients

SKILLS



Adobe Photoshop
● ● ● ● ● ● ● ●



Unreal Editor
● ● ● ● ● ● ● ●



Autodesk Maya
● ● ● ● ● ● ● ●



Autodesk Mudbox
● ● ● ● ● ● ● ●



Unity
● ● ● ● ● ● ● ●



Adobe InDesign
● ● ● ● ● ● ● ●



Adobe Flash
● ● ● ● ● ● ● ●



Adobe Illustrator
● ● ● ● ● ● ● ●

GAMES CREATED

- 2014 Sports in Space
Lead Artist
-Educational sports game designed for the Perot Museum in Dallas
- 2013 Pocket Recall
Lead Artist
-iOS puzzle game based on color and tone memory
- 2013 Uncool Frank
Lead Artist
-iOS arcade variation on breakout focused on containment rather than escape
- 2013 Paper Master Erbu
Art Director, UI Designer, and Lighting
-2.5D platformer created in UDK
- 2013 Sketchitize
Creative Director and Lead Artist
-Conceptual interactive level creation game
- 2012 Harlequin Noir
Concept Artist, 2D comic artist
-3D platformer created in UDK
- 2011 Manage
UI Designer and Systems Designer
-Board game that pits the life of a CEO against the life of a lowly employee
- 2011 Zoic
UI Designer and Systems Designer
-Board game about survival of the fittest

EXTRAS

Activities

- Steamroller Madness at UT Austin
- Paideia Scholar
- CMU Print Exchange Portfolio
- International Baccalaureate
- Yearbook Staff design editor

Membership

- SGC International
- Southwestern University Art Association Senior Committee
- Alpha Phi Omega
- Dean's List
- National Honors Society
- National Art Honor Society
- SGDA Member at UTD

Awards

- TA Scholarship at UTD
- Southwestern University Art Scholarship
- Lafferty-Foust Scholarship
- Mood Scholarship

Languages

- French
- English