

CHAMISA KELLOGG

Illustrator + Art Director

PORTFOLIO

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CONTACT

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ABOUT ME

I am an illustrator, visual designer and art director interested in contributing to projects that promote connection and learning, with teams that will encourage my development and growth as a designer, leader and collaborator.

EDUCATION

Rhode Island School of Design
2008 - 2011

Bachelor of Fine Art, Illustration

WORK EXPERIENCE

ART DIRECTOR | Amazon Glow

June 2022 - October 2022

- Art direction for games that drive connection and play between kids and adults.
- Developed and refined look and feel of games through concept mockups, drawovers, and obtaining feedback from stakeholders.
- Collaborated with producers, developers and designers and supported end-to-end visual design process to ensure on-time delivery throughout the game development pipeline.

ILLUSTRATOR | Amazon Glow

June 2021 - June 2022

- Developed original concepts, themes and prompts to inspire kids to draw.
- Supported content creation pipelines by contributing playful, high fidelity vector illustration backgrounds, stickers and character designs to expand the library of original content within the drawing experience.
- Followed established style guidelines, and contributed to visual style development of the brand.
- Worked with outside partners' IP (Disney, Nickelodeon, Mattel and Sesame Street) to translate those brands to the Glow drawing experience.
- Designed unique characters and concept art for the Glow original IP.

ILLUSTRATOR, ANIMATOR, ART DIRECTOR | Studio Chamisa

2011 - Present

- Create original artwork for clients with a focus on children's books, editorial, games, and educational content.
 - Projects include: picture book illustration, illustrated brand assets, 2D animation, character design, storyboarding, textile and packaging design, technical and scientific illustrations and mural planning and execution.
- Adapt style and tone to fit clients' needs, execute high-quality, age-appropriate visuals to serve the target audience.

TEXTILE DESIGNER | Connecting Threads

May 2018 - June 2021

- Designed and produced ~200 exclusive repeat textile patterns per year.
- Considered target customer when developing palette, style, scale and imagery.
- Reviewed proofs from textile mill partners on print quality and color accuracy.
- Researched current textile trends and textile design history to inform designs.
- Managed physical and digital archives of reference and original artwork.
- Collaborated with multiple teams including marketing and purchasing departments.

LEAD ILLUSTRATOR | RogueMark Animation Studios

March 2018 - May 2018

- Developed visual style for 5½ minute stop-motion video project. (Video: [The Shahidi Project](#), Client: UC Berkeley Haas Institute).
- Developed storyboards, designed characters and fabricated jointed paper puppets.
- Collaborated with client to achieve story arc and clearly communicate the script.
- Organized project illustration schedule and tasks. Directed interns and supporting team on prop fabrication and background art.
- Animated 2D puppets and props and live painting using DragonFrame.

EXPERTISE

- Brand and editorial illustration
- 2D handdrawn and vector animation
- Storyboards, concept art, backgrounds
- Character design
- Repeat pattern design

TOOLS

- Photoshop, Illustrator, InDesign
- Procreate
- Figma
- After Effects, Premier Pro
- DragonFrame
- Word, Powerpoint, Excel
- Comfortable on a Cintiq

References available upon request.