

portfolio. astrovitch.com**email.** astrovitch.art@gmail.com**education.****ArtCenter College of Design** 2020 - 2024

B.S. Entertainment Design – Concept Design, Minor in Creative Writing.

- Focused as a 2D generalist, with a preference for characters, UI design, and sequential art.
- **Creative Writing Capstone** — Wrote & illustrated a short visual novel. Wrote an original comic book script to be used for Senior Project.

experience.**WEBTOON Entertainment Inc.** Artist Assistant Jan. 2022 - PresentCredits Include: **Vixen: NYC**, **Batman: Wayne Family Adventures**, **The Primal Hunter**, & **Worth the Candle**

- Illustrated for 60+ panels on a weekly basis.
- **Background Artist** — Designed and illustrated backgrounds using Photoshop, Clip Studio Paint, and SketchUp for **Vixen: NYC**, **The Primal Hunter**, and **Worth the Candle**.
- **Assistant Inker** — Closely emulated the style of the main artist's style for **Batman: Wayne Family Adventures**.
- **Mini-Episode Artist** — Illustrated ~20 panels from Character Inks to Colors to Backgrounds to Lettering, working with the producer to maintain a consistent style from previous episodes.

Foxglove Games Freelance Graphic Designer & GUI Artist Dec. 2023 - Present

Burn the Midnight Oil (unreleased)

- Designed the logo and GUI assets for a visual novel game using Adobe Photoshop and Illustrator.
- Illustrated the main menu art following the lead artist's style.
- Designed promotional graphics to be used on the studio's social media page.

Lavendeer Studios Freelance Illustrator May 2024 - Present

Threads of You: Beyond the Bay

- Rendered CG Art working off of another artist's lineart/inks. Worked with other members of the studio to develop a style that would best fit the tone of the visual novel.

Project Management, Graphic Design, & Shipment May 2022 - Feb. 2024

Unmask the Truth: A "The Batman" Fanbook

- Reviewed 100+ applications and helped manage the project server by communicating with contributors.
- Designed promotional materials for the project, which included social media posts, motion graphics for pre-order promotion, and print layout for the full book.
- Was in charge of fulfilling customer orders, including packing and shipping the products made.

General 2D Artist, GUI Design, & Composer Jan. 2022 - Apr. 2023**Abaddon** - ArtCenter Game Capstone

- Storyboarded, illustrated, & animated cinematic cutscenes.
- Designed GUI layout for chatboxes and in-game pings.

Neo-Versailles: A Painted World - ArtCenter Game Capstone

- Collaborated with the 3D team to create orthographics, decals, & tiling textures in Unity to decorate the environment.
- Designed orthographics to be used by the 3D team for the main character, enemy, and save statue.
- Designed GUI for journal and magic casting function.
- Edited and animated cinematic cutscenes using Adobe After Effects.

software.

- Adobe Photoshop
- Adobe Illustrator
- Adobe AfterEffects
- Adobe InDesign
- Adobe Acrobat
- SketchUp

skills.

- Illustration
- Graphic Design
- Sequential Art
- Concept Art
- Creative Writing
- Compositing
- GUI Design
- Lettering