Lily Pham
Graphic Artist + Producer

Hoffman Estates, IL

(858)-733-1137

lilylnpham@gmail.com

linkedin.com/in/lilepham

QUALIFICATION SUMMARY

- Experienced in asset creation, transforming initial designs into optimized assets ready for integration and production.
- Strong ability to control and facilitate production processes, ensuring all deliverables meet technical requirements and contribute to the successful execution of the project.
- Proficient in illustration and design to create concept art and visual assets that align with overall aesthetic and vision for each project.

PROFESSIONAL EXPERIENCE

Illustrator and Graphic Designer   Nov. 2024 - Present
Hello Caps LLC (remote)   Hoffman Estates, IL

Hello? Caps specializes in handcrafted resin keycaps, designed and made in the USA with care. Each keycap blends art and functionality, featuring intricate designs, vibrant colors, and quality craftsmanship.

- Designed and produced 30+ original illustrations for promotional posts, merchandise, and novelty keycap sets showcased and sold at international events, enhancing brand visibility and product appeal.
- Managed freelance collaborations with partner brands, delivering high-quality templates, vector assets, and custom artwork.
- Supported brand diversification by contributing to the launch of new products including accessories, apparel, and collectible magazines, helping to establish a broader market presence.

2D Game Artist   July - Nov. 2024
Kokomo Games (remote)   Miami, FL

A Web3 gaming platform that combines casual Web2 games with blockchain technology, offering players rewards based on skill and community involvement.

- Directed and produced the conceptualization and creation of 50+ icons, backgrounds, and animations, driving the visual direction and ensuring a polished final product.
- Coordinated closely with cross-functional teams, ensuring seamless integration of assets and maintaining design consistency throughout production.
- Proactively managed and prioritized tasks to consistently meet deadlines, delivering high-quality assets aligned with the project's goals and design specifications.

KEY SKILLS

- Photoshop
- Adobe Illustrator
- Adobe inDesign
- Unity
- Jira
- Blender
- Java
- Excel
- C/C++

EDUCATION

B.A. in Game Design: Art, Games, and Playable Media   June 2023
University of California, Santa Cruz – Santa Cruz, CA   GPA: 3.76