





# Talia Monroe


## Concept Artist


Concept artist with 9+ years of experience creating original character and world designs for AAA games, MMORPGs, and animated feature films. Adept at translating creative briefs into compelling visual development packages from ideation through final handoff to modeling teams. Proven track record of leading visual development for funded projects, securing stakeholder approval, and producing 250+ illustrations across complex fantasy and science fiction worlds.

## CONTACT

 (000) 000-0000

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 LinkedIn

 Seattle, WA

## KEY SKILLS

- Character design and visual development
- Environment concepting and world-building
- Photoshop and Procreate for digital illustration
- Color theory and mood board creation
- Anatomy studies and figure drawing
- Linework, inking, and rendering techniques
- Iterative design and director feedback integration
- Pitch deck creation and stakeholder presentations
- Style development for animation and games

## EDUCATION

Bachelor of Fine Arts (BFA) in Illustration  
Rhode Island School of Design,  
Providence, RI May 2013

## PROFESSIONAL EXPERIENCE

### Lead Concept Artist | June 2018 - Present

Binary Realms Studio, Seattle, WA

- Created 250+ concept illustrations covering characters, environments, creatures, and UI elements for a fantasy MMORPG targeting Q3 2025 release
- Led visual development process from ideation through final art direction handoff to 3D modeling teams, reducing cross-team revision requests by 35% through standardized handoff documentation
- Presented pitch decks and visual development packages to stakeholders across 3 funding rounds, helping secure combined project funding totaling \$4.5 million
- Managed a team of 4 concept artists through sprint-based production cycles, maintaining on-schedule delivery for 95% of assigned milestones
- Defined and documented the studio's visual style guide for the MMORPG, covering character archetypes, color palettes, and environment tone used across all 8 game regions
- Collaborated with narrative, marketing, and 3D teams to ensure visual consistency from concept through final in-game assets and promotional materials

### Concept Artist | June 2014 - May 2018

Studio Nova, Vancouver, BC

- Delivered environmental thumbnails, color keys, and full scene illustrations for 3 animated feature films, producing 80+ approved concept pieces per production
- Partnered directly with directors to translate script tone and narrative themes into distinct visual environments and character aesthetics across all 3 films
- Designed 5 key characters whose visual designs were adapted into licensed merchandise lines, generating ongoing royalty revenue for the studio
- Contributed to studio-wide design review process by presenting weekly work-in-progress reviews, maintaining creative alignment across a team of 10+ artists