

MARY ANNE MACKEY

Sequential | Concept | Illustration

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EDUCATION

Savannah College of Art and Design

Savannah, GA 2016

- Bachelor of Fine Arts, major in Sequential Art
- Minor in Interactive Media and Game Design
- Minor in Conceptual Illustration

SCAD Lacoste

Lacoste, France 2014

EXHIBITIONS & AWARDS

SCAD Academic Honors Scholarship 2011

SCAD Dean's List 2011-2015

SCAD Lacoste International Vernissage

Lacoste, France 2014

Exhibition featuring sequential art, graphic design and illustrations utilizing Franco-Belgian inspirations.

SKILLS

Traditional Mediums

Ink (tech pen, dip pen, brush) • Pastel (chalk and oil) • Charcoal • Watercolour • Gouache • Acrylic • Marker

Software

Adobe Photoshop • Adobe Illustrator • Adobe Lightroom • Adobe InDesign • Adobe After Effects • Adobe Premiere Pro • Mischief • Manga Studio 5 • Microsoft Word

3D Software

Autodesk Maya 2014-2016 • Zbrush 4R6 • Topogun • Headus UV Layout • Unreal Engine 4 • Substance Painter • Google Sketchup

PROFESSIONAL EXPERIENCE

Who Is The Silhouette? - You Can't Outrun Your Shadows

Tom O'Brien and Allison Bannister 2018

An anthology about different takes on a silhouetted superhero.

- Artist for an eight-page comic

One Comic To Rule Them All, Vol. 2 - Spot of Bother

Comic Book Hour 2018

A rooster defends a farm from an alien minotaur.

- Colourist for a four-page comic

Chubby Anthology, Vol. 3 - Annual

Natalie Parker 2017

A body-positive anthology about roller derby.

- Writer & artist for an eight-page comic

Peter David's Artful

Action Lab 2017

Worked directly with the colourist over several comic issues.

- Freelance flatter

One Comic To Rule Them All, Vol. 1 - Lex Iniusta

Comic Book Hour 2017

A short courtroom drama about a mutant lizard supervillain.

- Penciller & inker for a four-page comic

Unrequited

Lee Jeffrey Marquis 2016

A collaborative anthology themed around "unrequited love."

- Writer & artist for a nine-page comic

Pub Brawl

Savannah, GA 2015 - 2016

3D fighting game featuring vikings and space captains.

- Created concept art for characters and environments
- Created 2D illustrations for the fighter selection screen

Kali's Demons

Savannah, GA 2015

A procedural 2.5D platformer about a girl who steals an artifact from a temple, created for the 2015 Global Game Jam.

- Created concept art for the player character
- Textured environmental assets and props