

# MITCHELL THODAY

Visual Development & Concept Artist / Video Game Designer

[✉ mitchellthoday@gmail.com](mailto:mitchellthoday@gmail.com) [🌐 onesketchproductions.com](https://www.onesketchproductions.com)

---

## EXPERIENCE

**Art Lead – All In Tactics** / *Mar 2025 – Present*

- Managed a team of artists to create key assets for game projects, leading artists to hit the goals and develop an iconic visual presence for players to remember.
- Created style guides, set and led meetings, consistently communicated new information such as changed goals and/or changes in art direction.

**Creative Director, Lead Writer, and Game Designer – Ties That Bind** / *Jun 2024 – Present*

- Wrote and produced a platformer grapple-hook game with friends, blending unique art direction with developing coding skills into a playable demo.
- Designed engaging game mechanics based on the team's artistic skill set.

**Co-founder & Vice President – Creative Design Club** / *Oct 2022 – Dec 2023*

- Founded and managed a club centered on creating concept art from prompts.
- Facilitated biweekly critiques to improve members' work.

**Comic Artist – UMass Memorial Hospital** / *Nov 2020 – Apr 2021*

- Created comic strips for hospital newsletters in collaboration with non-artist staff.

**Art Magazine Designer – Wachusett High School Rhubarb Pie** / *Oct 2019 – Dec 2019*

- Redesigned a high school art magazine and updated its website design using UI/UX principles.

## EDUCATION

Otis College of Art and Design, Los Angeles, CA

BFA in Digital Media – Game and Entertainment Track, Fall 2022 - 2026

## SKILLS

- Adobe Products( Photoshop, Illustrator, After Effects, Premier )
- Unreal Engine 5 (Blueprints, lighting, level design)
- 3D Modeling and Texturing (Maya, Substance Painter 3D)
- Organization Platforms (Miro, Microsoft Teams, Trello)
- Leadership and Management Experience

## REFERENCES

Please ask for any references needed

---