

# Rachel Eady

## Interactive Artist and Illustrator

115 Verna Ct. Kelowna, BC V1V 1S9

Cell: 250-718-1547

<http://wayward.ink>  
[wayward.ink@gmail.com](mailto:wayward.ink@gmail.com)

## Profile

Passionate about storytelling and interactive experiences, I have used art, comics and prototype scripting as my vehicle to create stories and game-play. I love to be challenged to innovate and my goal is to find creative and simple solutions. I am always looking to learn and grow creatively through my work.

## Work Experience

Wayward Ink (Self Employed)

Oct 2015 – Present

### Comic Artist

<http://bounty.wayward.ink>

"Bounty" is a webcomic about two friends, Hazel and Jun, who turn to bounty hunting to find, reclaim and return what they owe to a truly terrifying debt collector.

- Creating the comic "Bounty", a webcomic which updates once a week on Tuesdays.
- Attending/Tabling occasional Comic Conventions to represent, advertise, and sell Bounty Comics

Disney Interactive's Club Penguin

Dec 2011 – April 2015

### Interactive Environment Artist

*Kelowna, BC*

At Disney's Club Penguin I conceptualized, illustrated, and constructed interactive sets for an ever changing Online World built with Kids in mind.

Responsibilities included:

- Participated in large all-day brainstorming sessions, planning game events every month
- Gathered references and researched IP material
- Discussed look and feel for events and worked with mood boards
- Drew up rough thumbnails and quick concepts for environment elements for events in Photoshop
- Incorporated role-play elements and interactive functionality for environments
- As part of the production stage, inked and coloured assets in Flash
- Submitted through approval process when working with other IPs
- Participated in frequent peer reviews to ensure the best results, as well as worked closely with the team for consistency
- Prototyped and scripted interactive experiences in the environments to be handed off to a developer
- Set up necessary functionality for translation
- Submit final assets through pipeline for Web, iOS, and Android
- Document final assets and functionality on in-house wiki
- Worked in a tight re-occurring monthly schedule broken up into sprints using JIRA tickets

**Projects:** Monthly re-occurring Club Penguin events including partnerships with Pixar's Inside Out, Disney's Frozen, Star Wars, The Muppets, and Pixar's Monsters University

Centre for Arts and Technology Kelowna

Oct 2015 – Dec 2015

### Instructor

*Kelowna, BC*

Taught three DRAW 101 classes on Drawing and Perspective for Animation on a contract.

- Prepared lessons from a detailed curriculum
- Marked assignments based on a rubric
- Provided instructional art demonstrations
- Related personal industry experience

Crab Tank

2011,2012,2013

### Comic Artist

<http://www.crabtankink.com>

- Concepted, scripted, thumbnailed, roughed, inked, and lettered three comic shorts printed in an annual anthology called Tankadere

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Direct Hit Animated Short

2010 - 2011

### Co-Director

*Vancouver, BC*

Co-Director for Animated Short Film Production "Direct Hit" winner of "Best Animated Production" at the 2011 Summer Ai Screens Event.

Responsibilities Included:

- Supervised and directed a development team of 17 artists.
- Animation
- Developed story and character designs with a team.
- Concepted props and environments.
- Concepted and supervised colour direction.
- Closely supervised cameras and composition.
- Put together credits slides.

## Education

### The Art Institute of Vancouver

Diploma in Animation and Design

*Vancouver, BC*

2009 - 2011

### University of the Fraser Valley

General Education Courses:

Painting, Computer Programming, Math, and Japanese

*Abbotsford, BC*

2007 - 2009

## Relevant

### Software

Adobe Photoshop, Flash, Wordpress, Maya, Toonboom, Adobe Premier, Adobe Dreamweaver, Motion Builder

### Skill Set

Illustration, Traditional and Digital Animation, Conceptual Art, Sequential Art/Comics, Game Scripting/Prototyping, Website Building