

Megan Cheever

Concept Artist/Illustrator

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Freelance Clients

Hi-Rez Studios / *Paladins*

CGC Games / *Terrene Odyssey, Rise of the Paragons*

Level 99 Games / *Temporal Odyssey*

Experience

2D Artist II – Concept and UI

Daybreak Game Studio / July 2016 - Present

DC Universe Online & Unannounced Project

2D Artist II, March 2019 - Present

- Production orthographic concepts for player costumes and NPCs
- 2D UI Art – Icons, systems assets, marketing assets
- Key Art
- Outsource management and art direction

2D Artist, July 2016 - March 2019

- Production orthographic concepts for player costumes and NPCs
- 2D UI Art – Icons, systems assets, marketing assets
- Key Art

Contract Concept Artist

Daybreak Game Studio / October 2015-July 2016

DC Universe Online

- Orthographic concepts for player costumes

Associate Concept Artist

Cloud Imperium Games / August 2014-October 2015

Star Citizen

- NPC and Player Character costume concepts for the Persistent Universe
- Breaking down outsource concept art to fit player gear system
- Look-feel/visdev concept art in addition to production concept art

Education

Academy of Art University, *BFA Illustration*

San Francisco, California

- Class of 2014, Illustration & Visual Development
- Student Representative Fall 2013 – Spring 2014
- Spring Show 2013