



Kiernan Humphrey

Illustrator x Concept Artist x Graphic Designer

An Artist who uses both traditional and digital mediums, and also specializes in character, creature, and environment design. Experienced in Adobe and Microsoft software, while also having worked in game development, including SFX, C++, video editing, level design, and concept art.

Contact

(603) 714 7428
Burke, VA, 22015
Kiernanhumphrey@gmail.com
KiernanHumphrey.com

Software

Adobe: (+5 years experience)
Photoshop, Illustrator, InDesign,
Premiere Pro, Animate, Acrobat

Sound Design:
FL Studio, Audacity

Game Design:
Unity, Blender, Github

Microsoft Office Suite:
Word, Excel, Powerpoint, Outlook

Computer Languages: C++, Python

Professional Development

Illustrators at Mason
(Student Org), Fall 2023

ADOBE MAX Conference, Fall 2023

Visual Voice Lectures,
Fall 2021 - Winter 2023

Senior Art Exhibition, December 2022

Game Developers Conference,
Summer 2021

ComicCon, Summer 2019, 2021, 2022

Hobbies

Modifying Computers (PICO, ITX, ATX)

Building Aquariums + Terrariums

Drying Flowers/Herbs (Herbal Tea)

Graphic Novels

Education

George Mason University, Fairfax, VA, *August 2021 - December 2023*
Bachelor of Art

- Drawing concentration, Art and Visual Technology Major
- Illustration and Computer Game Design Minor
- GPA 3.6, Dean's list

3 Point Perspective, Online *March 2022 - Present*
Certificates

- Completed courses (x7); How to draw everything, Visualizing drawing in perspective, Figure drawing for illustrators, Designing rocks and plants, Exterior environment design, Creative composition, and Visual storytelling.

Computer Graphics Master Academy, Online *June 2020 - March 2021*
Certificates

- Course certificates (x4); Fundamentals of drawing, Animal anatomy, Creature design, and Architectural design.

Northern Virginia Community College, Annadale, VA *August 2019 - May 2021*
ADVANCE Program

- Arts and Technology AFA
- GPA 3.8, Dean's list

Work Experience

Illustrator, Burke, VA *August 2022 - Present*
Freelance

Undertaking commissioned projects across a variety of formats and mediums, my artistic style predominantly showcases a mastery of traditional ink work, with a portfolio spanning from 8.5 x 11 inches, to 48 x 72 inches, at 600 DPI.

Lidl, Burke, VA *December 2021 - Present*
Store Associate

Responsible for managing time-sensitive tasks while coordinating with management about scheduled routines for freshness checks, inventory, and sales.

Allied Universal, Northern VA *Sept. 2021 - December 2021*
Security Officer

Managed multiple locations (10x), while ensuring a safe/productive environment. Conducted a variety of patrols, inspections, details, and was responsible for remotely coordinating with management.

Anita's, Burke, VA *August 2019 - August 2021*
Store Manager

Oversaw restaurant finances, store inventory, and employee management. Was responsible for coordination and communication between stores, and aided in customer service.

Copper Door, Bedford, NH *September 2018 - July 2019*
Line Chef

Crafted main dishes, alongside appetizers and desserts, ensuring an elevated standard of presentation. Managed and prepared food, while concurrently overseeing inventory/backstock.