



Character Designer, Story Artist, Illustrator
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Work Experience

Self-Employed – Cupertino, California, USA

Freelance Digital Artist (Aug. 2019 - present)

- Creating scene illustrations and character artwork for individual clients and small collaborations.
- Single-page artist for 2 digital fan zines that were entirely coordinated and distributed online.
- Art assets for livestream channels, incl. illustrated channel header and character talk sprite set.
- Incentives for small humanitarian fundraisers, offering exclusive art for minimum donation.
- Discussing composition, style, proof of progress, and pricing via online direct messages.

The Mista Pat Project – Riverside, California, USA

Art Director / Lead Digital Artist (Jul. - Dec. 2025)

- Led the development of a unified illustration style for "Crazy Cool Careers" segment, setting standards for title card composition, character proportions, and color.
- Co-creator of digital artist style guide, detailing expectations for storyboards, digital assets, and other standard operations.
- Briefed new interns on expectations and gave online reviews, ensuring their work aligned with style guide and downstream needs for animation/editing.
- Supervising art progress and giving new assignments according to management team's priorities, guiding up to 3 interns at a time.

Digital Artist (Feb. 2023 - Jul. 2025)

- Created reference sheets, incl. full-color vehicle design, and prototype 2D character rig with individual body parts/mouth shapes.
- Composed storyboards for 5-minute episodes (up to 75 frames each) in turnaround time of about 2 weeks; Made concept animatic for future title sequence.

Digital Artist Intern (Sept. 2022 - Feb. 2023)

- Drawing backgrounds, props, and illustrations for "What's That, Mista Pat?" web series.
- Attending weekly critique w/ executive director, management team, and other creative interns.

Creative Collective Studio – Los Angeles, California, USA

Story Artist (Jul. - Aug. 2023)

- Visual development work for animated short "Rain" during its early screenwriting phase.
- Painted key story scenes with color/light variations; designed background character wardrobe.
- Exchanged feedback with director and lead character designers during team meetings.

Readeezy – Parsippany, New Jersey, USA

Illustrator (Mar. - May 2023)

- Created complete 11-character lineup, 43 page illustration drafts and lineart for interactive YA storybook, "How A Dog Saved My Life."

The DreamArc Company – Orlando, Florida, USA

Visual Development Intern (Jun. - Aug. 2022)

- Designed 2 main characters for 2D animated short, "Songbirds," incl. colored turnarounds, pose sheets, and corresponding props; Drew promotional banner for social media.

Skillsets

Software - Clip Studio Paint, Toonboom Storyboard Pro, Adobe Premiere and Photoshop, Zoom, Google Suite, iMovie, Capcut

Soft Skills - Initiative, collaboration, constructive feedback, critical thinking, creative problem-solving, time management, online communication

Technical - Traditional mediums including graphite, pen & ink, watercolor

Language - English (native), Japanese (intermediate)

Education

Otis College of Art and Design – Los Angeles, California, USA

Bachelor of Fine Arts in Digital Media (Sept. 2018 - May 2022)

- Emphasis in animation; graduated with honors.

WIA Mentorship Circle – Los Angeles, California, USA

Mentee (Oct. 2023 - Jan. 2024)

- Group project simulating the animated short pre-production process with mentor's guidance.
- Assumed role of screenwriter and co-producer, leading a team of 10 artists with varying disciplines including character design, storyboards, and 3D modeling/rigging.
- Assisted with background character design and made additional story animatics.

Mentoring With Caleb – Henderson, Nevada, USA

Character Design Mentee (Aug. - Sept. 2024)

- One-on-one character design mentorship with professional character designer.