

Casey Jo Boehm
Tech Artist and 2D Artist
caseyjoboehm@gmail.com
caseyboehm.weebly.com
443-534-8150

Work Experience

Senior Tech Artist at Scopely (Oct 2016-Present, Los Angeles)

- Dice with Buddies, Dice with Yahtzee, Dice with Ellen
- Prep assets and integrate assets in Unity
- Set up scenes, prefabs, and UI layout in Unity
- Animate UI elements, Create Particle Effects
- Organize asset folder structure

2D Artist at Zynga (Jan 2016-Oct 2016, Camarillo, CA)

- Crazy Cake Swap, Crazy Kitchen
- Created saga maps, environments, characters, and puzzle assets
- Integrated assets and set up prefabs in Unity

2D Artist Zindagi Games (Aug 2015-Dec 2015, Camarillo, CA)

- Secret Life of Pets; Unleashed
- Concepted environments, game layouts, saga maps, puzzle assets
- Integrated Assets in Engine

Lead Animator/2D Artist Phyken Media (Aug 2011-Jul 2015, Orlando, FL)

- Wizard Ops Tactics
- Animated Characters, Re-skinned Characters
- Created UI, Icons, 2D Assets

Project Work

- Nexus (An adventure puzzle game made using UDK)
- Lead Animator
- Animated all major character cycles.
- Directed Mocap Shoots, Worked with mocap data for game

Education

M.S. in Interactive Entertainment
University of Central Florida- Florida Interactive Entertainment Academy (FIEA)
December 2011

B.F.A. in Animation
University of Maryland Baltimore County (UMBC)
May 2010

Skills

Programs
-Photoshop, Unity, Maya, MotionBuilder, ToonBoom, After Effects

Awards

2nd Annual Toon-Ed Toon Award - October 2010
-Best of Show for "Catch!" animation