

Antoinette Breheny

Richmond, VA 23225 (Open to move)

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Technical Artist | 2D & 3D Asset Production

TECHNICAL SKILLS

Design:	3D: Modeling, Sculpting, UV Unwrapping, Texturing, Rigging & Animation, Props, Characters/Creatures, Environments
Game Dev:	2D: Digital Painting, Concept Art, UI/UX Layout, Illustration Unreal Engine, Unity, Visual Scripting (Blueprints), Animation Implementation, Level/Environment Assembly
Tools:	Maya, Blender, Mudbox, Substance Painter, Photoshop, Figma, Procreate, Shotgun, Perforce, Jira, Git

EDUCATION

BA-Game Art and Development, Southern New Hampshire University

April 2026

- Coursework: 3D Modeling and Animation, Character Design, Creature Design, Environment Design
- GPA: 4.0 | SNHU President's List, Honor Roll (2024-2026)

PROFESSIONAL EXPERIENCE

Jr. Technical Production Artist, High 5 Games, Remote

Dec 2024 - May 2025

- Implemented 50+ UI assets across multiple titles using Photoshop and Spine, supporting cross-platform releases.
- Maintained responsive design and visual consistency by adjusting UI layouts and CSS files.
- Resolved 10–15 QA-reported issues per build, ensuring release readiness.
- Organized assets, handoff materials, and versioning in Perforce and Shotgun to support clean production workflows.
- Collaborated daily with Art, QA, and Development teams on platform conversions and asset integration.

Web Design Intern, Atlantic Union Bank, Richmond VA

May 2024 - Aug 2024

- Improved accessibility and page performance by resolving WCAG AA/A issues, optimizing images, and increasing conversion rate by 6.08% using SiteImprove and Kentico CMS.
- Delivered 10 UX strategies that improved clarity and usability based on competitive analysis, user flows, and personas.
- Co-designed and presented a UX strategy for underbanked services to 5+ executives.
- Audited and updated 30+ branch listings in Excel and Google Business to maintain accuracy.

Production Artist, TogeShop, Vista CA

Aug 2019 - Mar 2022

- Created 20+ high-fidelity assets and illustrations in Photoshop and Figma, optimized for web integration.
- Managed client content, SEO, and metadata, ensuring smooth project delivery and improved digital experience.
- Coordinated multiple deliverables via Jira, maintaining asset versioning and team workflow efficiency.

PROJECTS

Pixie Dust Environment Build

- Applied Unreal Engine workflows to integrate 2D and 3D assets with a focus on performance, scene organization, and implementation readiness.
- Produced game-ready 3D assets with attention to pipeline efficiency, optimization, and minimizing rework.
- Assembled modular environments, including LOD setup, to support real-time engine performance.
- Prepared assets for smooth integration, testing, and iteration in live engine scenes.

Petnificent Pet Grooming – Website Redesign (Local Client)

- Designed accessible, responsive UI layouts with clear information hierarchy and implementation feasibility in mind.
- Focused on usability, structure, and clarity to support real-world client needs.

Paradise Pastures – Mobile Game App

- Produced UI layouts for a casual mobile game interface.
- Designed screens with attention to readability, touch targets, and visual consistency.