

# Antoinette Breheny

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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 2D: Digital Painting, Concept Art, UI/UX Layout, Illustration
Game Dev:	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

<b>BA-Game Art and Development</b> , Southern New Hampshire University	April 2026
<ul style="list-style-type: none"><li>Coursework: 3D Modeling and Animation, Character Design, Creature Design, Environment Design</li><li>GPA: 4.0   SNHU President's List, Honor Roll (2024-2026)</li></ul>	

### PROFESSIONAL EXPERIENCE

<b>Jr. Technical Production Artist</b> , High 5 Games, Remote	Dec 2024 - May 2025
<ul style="list-style-type: none"><li>Implemented 50+ UI assets across multiple titles using Photoshop and Spine, supporting cross-platform releases.</li><li>Maintained responsive design and visual consistency by adjusting UI layouts and CSS files.</li><li>Resolved 10–15 QA-reported issues per build, ensuring release readiness.</li><li>Organized assets, handoff materials, and versioning in Perforce and Shotgun to support clean production workflows.</li><li>Collaborated daily with Art, QA, and Development teams on platform conversions and asset integration.</li></ul>	

<b>Web Design Intern</b> , Atlantic Union Bank, Richmond VA	May 2024 - Aug 2024
<ul style="list-style-type: none"><li>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.</li><li>Delivered 10 UX strategies that improved clarity and usability based on competitive analysis, user flows, and personas.</li><li>Co-designed and presented a UX strategy for underbanked services to 5+ executives.</li><li>Audited and updated 30+ branch listings in Excel and Google Business to maintain accuracy.</li></ul>	

<b>Production Artist</b> , TogeShop, Vista CA	Aug 2019 - Mar 2022
<ul style="list-style-type: none"><li>Created 20+ high-fidelity assets and illustrations in Photoshop and Figma, optimized for web integration.</li><li>Managed client content, SEO, and metadata, ensuring smooth project delivery and improved digital experience.</li><li>Coordinated multiple deliverables via Jira, maintaining asset versioning and team workflow efficiency.</li></ul>	

### PROJECTS

<b>Pixie Dust Environment Build</b>
<ul style="list-style-type: none"><li>Applied Unreal Engine workflows to integrate 2D and 3D assets with a focus on performance, scene organization, and implementation readiness.</li><li>Produced game-ready 3D assets with attention to pipeline efficiency, optimization, and minimizing rework.</li><li>Assembled modular environments, including LOD setup, to support real-time engine performance.</li><li>Prepared assets for smooth integration, testing, and iteration in live engine scenes.</li></ul>

<b>Petnificent Pet Grooming – Website Redesign (Local Client)</b>
<ul style="list-style-type: none"><li>Designed accessible, responsive UI layouts with clear information hierarchy and implementation feasibility in mind.</li><li>Focused on usability, structure, and clarity to support real-world client needs.</li></ul>

<b>Paradise Pastures – Mobile Game App</b>
<ul style="list-style-type: none"><li>Produced UI layouts for a casual mobile game interface.</li><li>Designed screens with attention to readability, touch targets, and visual consistency.</li></ul>