

Antoinette Breheny

Martinez, GA 30307 (Ready to Move)
516-808-4951 | abreheny96@gmail.com

www.toniebrehenydesigns.com | [LinkedIn – Tonie Breheny](#)

Game Artist | Concept Art, Illustration, & Game Asset Production

A creative and detail-oriented Game Artist with experience producing 2D/3D game assets, concept art, UI elements, and illustrations from concept through production and handoff. Proven ability to collaborate with cross-functional teams, meet deadlines in fast-paced environments, and contribute to visual quality improvements. Background in casino-style game production with hands-on experience in Photoshop, Spine, and Unreal Engine.

TECHNICAL SKILLS

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

EDUCATION

BA-Game Art and Development, Southern New Hampshire University Expected Graduation: April 2026

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

PROFESSIONAL EXPERIENCE

Technical Production Artist, High 5 Games, Remote Dec 2024 - May 2025

- Produced and delivered 50+ assets across slot game titles using Photoshop and Spine, maintaining visual consistency across web and mobile platforms.
- Ensured art quality and release readiness by resolving 10–15 QA-reported issues per build across multiple concurrent projects.
- Collaborated daily with Art, QA, and Development teams to support asset integration, platform conversions, and handoffs.
- Maintained organized asset libraries, versioning, and handoff materials in Perforce and Shotgun to support clean production pipelines.

Web Designer, Atlantic Union Bank, Richmond VA May 2024 - Aug 2024

- Optimized UI layouts for visual clarity, accessibility, and user engagement, increasing conversion rate by 6.08% principles directly applicable to slot game interface and symbol design.
- Developed 10 design concepts and visual strategies, applying competitive research and user-centered thinking to inform layout and composition decisions.
- Conceptualized and presented original design strategies to senior stakeholders, demonstrating ability to communicate creative vision and incorporate feedback.

Production Artist, TogeShop, Vista CA Aug 2019 - Mar 2022

- Produced 20+ high-fidelity illustrations and digital assets in Photoshop and Figma, maintaining visual consistency across deliverables.
- Managed multiple concurrent creative projects via Jira, meeting deadlines and maintaining asset versioning and workflow efficiency.

PROJECTS

Interactive Slot Demo- Paradise Pastures

- Designed and illustrated original game symbols, UI layouts, and win screen compositions for a casual mobile slot-style game.
- Animated a spinning reel sequence leading into a win screen, demonstrating understanding of slot game visual flow and timing.
- Designed UI elements with attention to readability, touch targets, and visual consistency across screens.
- Constructed a 3D game environment to support the overall visual world of the game, integrating 2D and 3D assets cohesively.

Pixie Dust Environment Build

- Modeled and sculpted game-ready 3D assets in Maya and Blender, UV mapped and textured in Substance Painter.
- Assembled modular environments in Unreal Engine with LOD setup, scene organization, and performance optimization.
- Prepared assets for smooth integration, testing, and iteration in live engine scenes.