Tonie Breheny

Technical Production Artist │ UX Digital Production │ Visual Design

Las Vegas, NV (Ready to move) │ www.toniebrehenydesigns.com │ abreheny96@gmail.com │ (516)-808-4951

Experience

Jr. Technical Production Artist │ High 5 Games   Dec 2024 - May 2025
- Reformatted marketing and UI assets for real-money gaming platforms to support cross-platform releases.
- Edited and implemented 50+ assets using Photoshop and Spine across multiple live titles.
- Adjusted UI layout files and minor CSS to maintain responsive design and visual consistency.
- Resolved 10–15 QA-reported issues per build, supporting release readiness.
- Collaborated daily with Art, QA, and Development teams on production workflows and platform conversions.
- Maintained asset versioning, naming conventions, and folder structures in Perforce.
- Organized production-ready art, placeholders, and handoff materials in Shotgun.

Web Design Intern │ Atlantic Union Bank   May 2024 - Aug 2024
- Improved accessibility and conversion rate optimization by 6.08% using SiteImprove; optimized page load speed, compressed images, and resolved WCAG AA/A compliance issues within Kentico CMS.
- Delivered 10 UX strategies that improved clarity, 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.

Production Artist & Jr Designer │ TogeShop   Aug 2019 - Mar 2022
- Executed 20+ illustrations and portraits in collaboration with a Senior Designer using Photoshop, Figma, and Miro.
- Managed client communications, site content, and SEO/metadata updates to ensure smooth project delivery and improved digital experience.
- Managed project tickets in Jira and maintained organization across multiple client deliverables, demonstrating adaptability and efficiency.

Production & UX Focus

UX-aware production of interactive and visual assets for mobile, web, and game platforms, with emphasis on accessibility, usability, and cross-functional handoff.

Applied Design Experience

Petnificent Pet Grooming Site Redesign (Local Client)
Presented design concepts directly to the business owner and iterated based on feedback. Designed UX and UI concepts for a local pet grooming website, focusing on accessibility, navigation clarity, and responsive layouts.

Paradise Pastures Mobile Game App
Designed a casual mobile game UX concept focused on onboarding clarity, progression flow, and intuitive UI for young adult players.

BuildBuddy Contractor and Customer App
Designed a mobile app UX concept defining onboarding, discovery, and secure account flows for contractors and customers.

Skills

Art & Production: Photoshop, Illustrator, Spine, Maya, Mudbox, 2D Asset Prep & Optimization
Design & Product: Figma, Miro, UX Research, Wireframing, Prototyping, User Flows, Accessibility (WCAG)
Technical Tools: Perforce, Shotgun, Jira, Git, Kentico, HTML/CSS, LYT, Unreal Engine, GA4
AI & Process: AI Prompting (assisted in ideation), Agile workflow

Education

BA Game Art and Development │ Southern New Hampshire University │ GPA: 4.0   April 2026
UI/ UX Design Career Track │ Springboard   May 2025
Google UX Design Certificate │ Google Coursera   June 2023