



Max Gillis

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271 Plum Drv.
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Portfolio

www.maxgillis.com

Skills

Adobe Photoshop
Clip Studio Paint
Adobe Illustrator
Adobe InDesign
Adobe After Effects
Sony Vegas Pro

Max Gillis

Illustrator and Graphic Designer

Lost in Cult - Staff Illustrator and Designer

2020 - PRESENT

Team Artist and Designer creating full article illustrations for highly produced issues of the videogame journal, Lock-On.

- Collaborates with multiple publishers and developers to create works of art in a fast paced environment.
- Produces a diverse range of art for various genres and styles of games.

Switch Player Magazine - Illustrator

2019 - 2020

Freelance Illustrator producing dynamic and eye-catching cover illustrations for the printed monthly publication Switch Player Magazine.

- Developed intricate cover art within a fast-paced production timeline for magazine publication.
- Communicated efficiently with Editors to deliver projects that exceeded expectations.

Zephyr Wars - Game Designer and Artist

2014 - 2016

Project lead and designer for a self-published fantasy card game that achieved successful crowdfunding through Kickstarter.

- Designed and illustrated all of the game assets, including character design, UX design, and package design.
- Created the game's rules and systems while also conducting focus groups and playtesting.
- Ran the advertising and promotional campaign during the crowdfunding process.

Bachelor's Degree in Illustration, Fashion Institute of Technology

Dec 2015, New York

Associate's Degree in Fashion Illustration, Fashion Institute of Technology

May 2013, New York