

# Barb Krug

barbkrug.com

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A lifelong learner that uses her background in design, illustration and games, to create engaging educational products for children.

## Interests

art- watercolor, sketchbooking, storybook art  
dogs - snuggling and agility  
dance -Zumba and Hip hop

## SKILLS

Illustration  
Storyboarding  
2D Animation  
3D Modeling  
UX Design  
Interaction & UI Design  
Visual Design  
Mobile Design  
Prototyping  
Wireframes

## TOOLS

Photoshop  
Illustrator  
Figma  
Adobe XD  
Maya  
3D Studio Max  
GitHub  
  
Working Knowledge  
Unity  
HTML/CSS

## EDUCATION

University of California / Irvine, CA  
*MFA, Drama Scenic Design*

University of Illinois / Urbana-Champaign, IL  
*BFA, Theatre Scenic Design*

Shoreline Community College / Shoreline, WA  
*CP, Visual Communications and Technology*

Lake Washington Institute of Technology  
Kirkland, WA (Winter 2023)  
*CP, User-Centered Design*

## EXPERIENCE

**Floreo I** Game Artist  
Oct 2020 - March 2023

Creating 3D and 2D game assets for VR experiences for individuals with Autism Spectrum Disorder (ASD)

**Calm Baby I** UX-Visual Designer - Illustrator  
November 2020-Present

Creating an IOS and Android mobile app that uses sounds to help a baby fall asleep faster. Created wireframes, hi-fidelity prototype in Figma, and illustrations

**Happy Little Rain Cloud I** UX-Visual Designer - Illustrator  
Feb 2019- Sept 2020

Created an interactive storybook app that teaches kids 5-8 how to use math. Worked on wireframes, a design system, prototyped in Adobe XD, Illustrations and 2D animations  
Used Unity to build and export final product

**Studentvity I** UX-UI Designer - Concept Game Artist  
Jan 2018- Dec 2018

Worked on a mobile App that helped students with ADD and Autism obtain better time management skills  
Created user flow diagrams, wireframes, high fidelity prototypes in Adobe XD  
Created concept art for gamification aspect of the app

**Infinut I** Visual Designer/ Illustrator  
2016-2018

Developed engaging, interactive math games for kids K-2 for IOS and Android Apps  
designed screen layouts and visual direction  
created 2D illustrations and 2D animation mockups

**Center for Game Science I** Game Artist/Illustrator  
2012-2015

Created art for educational math and science games  
concept art, mock ups, UI design, character design, environment design, 2D animations, storyboards

**Treyarch I** Art Director / Environment Artist  
1999-2004

Created AAA title video games  
3D modeled and textured environments  
created pipelines, established visual direction, managed artists, created budgets, and milestones