Olivia Clarke

Olivia Clarke

Email: OliviaLili98@hotmail.com

Portfolio: https://www.oliviaclarkeart.com/

Work Experience

January 2026 – May 2026
Concept Artist | Unleashed Games (Volunteer)
Designing creatures and characters for their game Haven, a family, fantasy style MMO.
Key skills for this role: Attention to detail, conceptual design, human and animal anatomy knowledge, communication with Project Lead and team.

December 2024 – January 2026
Concept Artist | Tempestar (Volunteer)
Designing creatures and environmental assets for their project Frail Shells, a 2.5D Metroidvania indie game.
Key skills for this role: Attention to detail, conceptual design, anatomy knowledge, communication with Project Lead and 3D artists to ensure understanding of the designs.

December 2023 – Present
Content Creator | Universally Speaking
Creating graphics/illustrations, motion graphics, videos, text copies for their social media platforms, website and inhouse works such as Business Proposals, Decks, Hiring Posts, Training materials, Company Newsletter and Company Announcements.
Managing their social media, scheduling posts, keeping updated with trends.
Key skills for this role: Utilising design skills such as composition, colour theory, and concept design. Attention to detail, working to deadlines and communication with upper management.

June 2022 – December 2023
FQA Games Tester | Universally Speaking
Testing games for bugs, flow, and stress testing.
Key skills for this role: Attention to detail and communication skills when reporting to the client. Complying with NDA and restrictions within the workplace.

Projects:
Ghost of Tsushima Director's Cut | PC Steam – Credited
Marvel's Spider-Man 2 | PS5 – Credited
Marvel's Midnight Suns DLC | Xbox Series X, PS5, PC Steam – Uncredited
NBA 2k23 | Xbox, PlayStation – Uncredited

October 2019 – July 2024 (Seasonally)
Artist | Wake Up Tourneys
Creating promotional material and branding such as Posters, Logos, Website banners. Ran art print stall, handling payments and change.
Key skills required for the role: Working with the client to ensure the work meets their standard and vision, working with the public, responding to questions and queries. Get up and go attitude to get my work into the public eye. Dedication to succeed.

Education

2021 – 2022

(MA) Masters by Negotiated Study – Concept Art | Staffordshire University

2017 – 2020

(BA) Hons Concept Art for Games and Films | Staffordshire University
Grade: Second Class: 1st Division

Technical Skills

Adobe Photoshop | Adobe Illustrator | Adobe Premier Pro | DaVinci Resolve | Procreate | Clip Studio Paint | Zbrush (basic knowledge) | Jira | Helix | Target Manager (PlayStation & Xbox)

Hobbies

Video Games | Films | Bouldering | Badminton | Swimming | Godzilla