

Mia Booker

[Website](#) ▪ [ArtStation](#) ▪ mbooker897@gmail.com

CHARACTER DESIGNER, CONCEPT ARTIST, PROGRAM COORDINATOR

Howdy! I pride myself on my playful creativity and freedom to be the person I am while supporting others. I eagerly collaborate with Storytellers and Developers in the entertainment industry. When folks struggle with creating visual concepts to tell your story, I offer designs, illustrations, and other visual assets through collaborative iterative development. All the while I keep myself open to learn from others and share my own experiences.

CORE COMPETENCIES & TECHNOLOGY

- Fundamentals of Illustration and Design
- Fundamentals of 3D Modeling and Animation
- Familiarity and understanding of the Gaming Pipeline
- Execute a variety of art styles
- Effective Project Management
- Prioritizes Effective Communication

Technology: Adobe Photoshop, Adobe Illustrator, Adobe Creative Suite, Clip Studio Paint, Maya, Zbrush

EXPERIENCE

Women In Animation (WIA) – Remote, OK

August 2021 - Present

Program Coordinator

Coordinates and oversees various flagship programs and projects within WIA

- Maintains WIA's Student Collectives, Scholarship Program, and Mentorship Program along with the larger admin support for communities
- Facilitated rebrand and daily functions of WIA's Virtual Communities (Discord and LinkedIn) increasing new Discord members by 46% monthly and LinkedIn comment engagement by 62% week over week

Administrative Specialist (Promoted)

Managed and coordinated the daily ins and outs of the organization

- Develop and Managed Org's administrative practices such as creating organization structure for Google Drive, Maintained Studio memberships, and developing and organizing organization's CRMs

Pretty Please Teethers – Remote, OK

July 2017 – May 2023

Lead Graphic Designer

Contribute to the overall design and art direction of the brand, products, and packaging while working concurrently in other roles

- Conceptualized and communicated designs, 2D images, icons, etc. for new products, packaging, and social media campaigns
- Practiced discretion with confidential matters such as brand collaborations and non-disclosure agreements
- Developed detailed Adobe Illustrator and Adobe Photoshop packages for delivery to overseas production (8 shipped products) and social media use (60 reusable assets)

Microsoft – Oklahoma City, OK

February 2018 – August 2021

Gaming Community Manager

Generate community excitement and retention through the use of gaming knowledge and events

- Promoted internally five times between the years 2018 - 2021
- Executed discretion with confidential materials such as console launches, game releases, and other product launches
- Managed contract routing for Xbox and Microsoft events including photo releases, safety agreements, participation agreements, and potentially Non-Disclosure Agreements
- Increased ROI and attendance by 5 -15% during high interest community events such as tournaments, Game/Console launches, and special Xbox mandated events

EDUCATION

Computer Animation, Associates of Science – Full Sail University Remote, Florida Graphic Design, Associates of Science – Full Sail University Remote, Florida

AFFILIATIONS

Women in Gaming International Mentee Alumni 2023 | Women in Animation, Member 2020 - Present | Black n' Animated, Member 2020 - Present | Black n' Animated Discord Community Manager 2023