

CAITLIN LEIGH KILLOUGH

PROFESSIONAL 2-D ARTIST

CONTACT

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📍 Orlando, Florida, 32825

EDUCATION

RINGLING COLLEGE OF ART & DESIGN

- Bachelor of Fine Arts | 2014
- GPA | 3.4 / 4.0
- Major | Illustration
- Minor | Visual Development

PORTFOLIO LINKS

CONCEPT ART

🌐 <https://pageofbreath.wixsite.com/caitlinkillough>

ILLUSTRATION

🌐 <https://pageofbreath.wixsite.com/caitlinkillough/about>

GRAPHIC DESIGN

🌐 <https://pageofbreath.wixsite.com/caitlinkillough/about>

SKILLS

- Photoshop
- Krita
- Animate
- Illustrator
- Print Production
- Creativity
- Communication
- Organization
- Writing
- Team Work
- Windows
- Mac OS
- Word
- Excel
- Powerpoint
- Keynote
- Google Docs
- Google Hangouts
- Slack
- Discord

PROFILE SUMMARY

Professionally procuring uniquely dynamic and creative results for 2D art including but not limited to Concept Art, Illustration, Graphic Design, Presentation Design, and Animation.

WORK EXPERIENCE

Big Frog Custom T-Shirts

Graphic Designer & Production Specialist | Orlando, FL

8.2025 - 1.2026

- Orchestrated DTG and DTF printing for up to 100 custom items per week across shirts, jackets, sweaters, towels, blankets, and other fabrics, ensuring consistent quality and client satisfaction.
- Engineered artwork solutions under extreme deadlines (as short as 15 minutes) and directed workflow via Trello to meet production goals efficiently.
- Delivered high-profile projects for WWE, Orlando Magic, Spectrum, and Pure Barre while mentoring new staff to improve team efficiency and accuracy in a fast-paced environment.

Security Innovation

Graphic Designer & Presentation Artist | Woburn, MA

1.2019 - 4.2025

- Generated over 500 unique graphic assets for cyber security and ARG hacking game labs using Animate, Illustrator, Photoshop and PowerPoint ensuring ensuring cohesive visual storytelling and maintaining company's visual identity. Assets include icons, character expressions, props, UI, comic panels, backgrounds, and more.
- Launched 100 game lab storyboards into fully realized, polished work courses that align with the company's style guide. The meetings for which occurred remotely via Google Hangouts weekly for 2 years.
- Pioneered 10 individualistic, immersive gameplay presentation templates using PowerPoint, Animate, Photoshop, and Illustrator, elevating user engagement and adhering to multiple levels of atmospheric gameplay depending on the individual user's progress.

Stinky Dog LLC

Animator & Story-Telling Artist | Sataroga Springs, NY

08.2017 - 1.2018

- At Stinky Dog LLC, I designed and developed concept and character art for a cartoon pilot, producing a 20-page Pitch Bible, and orchestrated the full production of two animated webisodes, including storyboarding, animatics, backgrounds, animation, and editing, while collaborating remotely to maintain the brand's whimsical style.

Lockheed Martin

Multimedia Design Engineer | Albuquerque, NM

10.2014 - 10.2016

- Designed, prepared, and delivered 800 diverse multimedia assets—animations, diagrams, schematics, charts, storyboards, and page layouts for flight simulation coursework—utilizing Photoshop, Illustrator, Flash, and Dreamweaver, all aligned with the company's visual standards and best practices.
- Contributed significantly to the launch of a high-profile multimedia project for D.O.D and renewal of a major company contract by delivering visually compelling and meticulously accurate assets.
- Innovated design solutions for classified and non-classified projects, chosen for exceptional professionalism, organization, and work ethic, demonstrating adaptability and strong collaboration skills.

Disney Interactive

Concept Artist Intern | Bellevue, WA

01.2014 - 9.2014

- Created and co-developed over 100 unique concept designs for weapons, props, icons, backgrounds, and costumes for the online game "Marvel's Avengers Alliance" capturing the game's style and tone utilizing Photoshop, Illustrator, Flash, and GitHub.
- Produced and refined character animatics and animations while maintaining consistency with the game's artistic direction, demonstrating keen attention to both aesthetic and storytelling delivery.
- Earned a three-month contract extension due to outstanding work ethic, skill proficiency in conveying clear, effective designs within limited space requirements, rapid production capabilities, adaptability, strong artistic skills, and team player mentality.