

Stephanie Binot

Duluth, GA 30097 • (630) 806-0070 • stephaniebinot@gmail.com

[Portfolio](#) • [LinkedIn](#)

PROFESSIONAL SUMMARY

2D Illustrator and 3D Artist with over five years of professional experience creating stylized artwork for games, merchandise, publishing, and digital media. With a Master of Fine Arts in 2D Illustration and a background in professional game development, I combine strong traditional art fundamentals with production experience to create engaging, story-driven artwork from concept to final delivery. Known for being collaborative, dependable, detail-oriented, and committed to producing thoughtful, high-quality work.

PROFESSIONAL EXPERIENCE

Freelance 2D Illustrator & 3D Artist | Self-Employed | Remote | Nov 2023 to Present

- Create custom illustrations, merchandise artwork, and game-ready assets for clients in gaming, publishing, and consumer products.
- Develop concepts from initial sketches through polished final artwork while adapting to a variety of artistic styles.
- Produce optimized 3D props and environments using efficient modeling, UV mapping, and texture workflows.
- Manage multiple projects while balancing creativity, technical requirements, and deadlines.

3D Artist | Uplandme Inc. | Remote | Oct 2021 to Sep 2023

- Created stylized buildings, landmarks, props, and environment assets for a live virtual platform while maintaining a consistent visual style.
- Researched and recreated real-world architecture as optimized game-ready assets with careful attention to artistic quality, accuracy, and performance.
- Coordinated the day-to-day work of a remote team of three artists by assigning tasks, reviewing assets, maintaining schedules, and mentoring teammates through technical and artistic challenges.
- Partnered with designers and developers to ensure assets met artistic direction, gameplay goals, and technical requirements.
- Improved production workflows, asset review practices, and quality standards while supporting project deadlines.

Teaching Intern, 2D Illustration | Savannah College of Art and Design (SCAD) | May 2021 to Aug 2021

- Mentored undergraduate students through demonstrations, critiques, and one-on-one instruction in illustration, composition, rendering, perspective, and color theory.
- Strengthened students' technical skills and creative confidence through practical feedback and guidance.

Founder & President | SCAD Sketch Group | Sep 2019 to Aug 2021

- Founded and led a student organization dedicated to observational drawing and artistic growth.
- Organized sketch sessions, workshops, and collaborative events that encouraged regular artistic practice.

EDUCATION

Savannah College of Art and Design (SCAD) Master of Fine Arts, 2D Illustration | Summa Cum Laude
Saint Mary's University of Minnesota Bachelor of Arts, Graphic Design

AWARDS

Disney Imagineering Competition, Semifinalist and Team Leader • Applied Arts Student Award • Summa Cum Laude

SKILLS

Illustration: 2D Illustration, Character Design, Digital Painting, Merchandise Illustration, Traditional Illustration, Visual Storytelling, Composition, Color Theory, Perspective, Concept Development

3D: Environment Art, Prop Modeling, Stylized Assets, Hand-Painted Textures, UV Mapping, Texture Baking, Asset Optimization

Software: Blender, Maya, ZBrush, Adobe Photoshop, Adobe Illustrator, Unity, Unreal Engine

Professional: Team Leadership, Client Communication, Remote Collaboration, Project Coordination, Production Workflows, Quality Assurance, Time Management