
Katie Letourneau

Based in Los Angeles, California

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SKILLS

Leadership, Communication, Organization, Teamwork, Planning, Customer Service, and Problem Solving.

Adobe Photoshop, Adobe Illustrator, Maya, Trello, Jira, and Miro.

Projects

Roguish, Independent Game - **Creator, Director, Producer, and Concept Artist**

2026 - PRESENT

- Managed tasks, scheduling, production scope, and deliverables
- Communicated questions with the team
- Created base concept art for key characters

Created a style guide for production

Barguzin, Independent Game - **Producer**

2025 - 2026

- Managed tasks, production scope, and deliverables
- Communicated questions between the team and directors

Potion Problems, USC Games - **UI / UX Artist**

2024 - 2025

- Created concepts and polished the Main Menu and Character selection screens

Egregore, USC Games - **Character Concept Artist**

2023 - 2024

- Created character concepts for 3D modeling
- Created a T-shirt design for the team

EXPERIENCE

Otis College of Art and Design - **Classroom Assistant for Advanced Creative with USC**

September 2025 - May 2026

- Organized communication between Otis and USC classes
- Organized in class presentations

Otis College of Art and Design - **Accepted Student's Day Artist Alley Vendor**

March 2025

- Created products to be sold
- Communicated with prospective students about Otis and what to expect from the school

Optimus Jiu Jitsu, Laguna Niguel - **Assistant Jiu Jitsu Coach**

2022-2023

- Coached 4-6 year old class
- Coached 6-15 year old class

ACTIVITIES

- **Otis Fishing Club:** Founder and President, *February 2026 - Present*
- **Otis Game Jam:** Project lead and 1st place winner, *March 2026*
- **Otis Studio Ghibli Club:** Member, *October 2023 - May 2026*
- **Otis Artist Alley:** Vendor, *November 2024, March 2025, November 2025*

Volunteer

- **Otis Game and Entertainment:** Was a Junior year class representative that acted as a communicator between the Junior student body and the Game and Entertainment Chair. This entailed taking and creating surveys as well as having monthly meetings with the Chair, *January 2026 - May 2026*
- **Otis Game and Entertainment:** Spoke to prospective students about the Game and Entertainment Major as well as what Otis as a school offers, *March 2026*

EDUCATION

- **Otis College of Art and Design** - *Bachelor's Degree, Major in Game and Entertainment, Concept Art Emphasis (3.89 GPA)*
- 2023 - PRESENT