

WILL GROSSMAN

CONCEPT ARTIST, ILLUSTRATOR



PROFILE

WILL GROSSMAN IS A CONCEPT ARTIST AND ILLUSTRATOR WITH A DIEHARD PASSION FOR CREATING VIBRANT AND EXCITING WORLDS THAT BUILD A NEW NOSTALGIA TO GET LOST IN.

PROFESSIONAL SKILLS

PROBLEM SOLVING
TEAM BUILDING
COLLABORATION
IDEATION
CONCEPT GENERATION
ADAPTABILITY
QUICK LEARNER
COMMUNICATIVE

TECHNICAL SKILLS

PHOTOSHOP
AFTER EFFECTS
ILLUSTRATOR
PROCREATE
OFFICE SUITE
ASEPRITE

CONTACTS

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 cantseewill.artstation.com

 [@cantseewill](https://www.instagram.com/cantseewill)

WORK EXPERIENCE

SCAD Concept Art Club: President and Officer 2020-Present

Hosted presentations, worked with fellow officers in tight knit group, created graphics for meetings and fostered a large online community of over a thousand students.

Grenning Gallery: Sales and Inventory Clerk 2018-2019

Managed and cataloged inventory of artworks, helped work with sales team in-house.

Freelance Illustrator 2016-Present

Completed various commission works, worked directly with clients to satisfy their needs and create quality works.

Submersed Shortfilm: Color Artist 2023

Worked on ideation for color and lighting for several pieces of environmental design. Collaborated and communicated with a small team of artists to create quality work.

EDUCATION

Savannah College of Art and Design

BFA Illustration- Concentration in Concept Art for Animation and Games. Graduated Magna Cum Laude.

PROJECTS

ALLOY, Game Development Exploration 2022-2023

Developed a consistent worldbuilding pitch, including several character designs, prop designs, environment exterior and interior breakouts as well as a comprehensive world map.

BLACK IRON, Game Development Exploration 2023

Developed a consistent worldbuilding pitch, with characters, environment concepts and prop designs. Along with several pieces of key art.