

CHASE BURNS



chaseburns.art

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EDUCATION

Rhode Island School of Design
Providence, Rhode Island | 2021-2025
Illustration Major
GPA 3.759

WORK EXPERIENCE

Limbox
Palo Alto, California | 2019

Provided feedback on prototype apps and programs, presented results to a team, and created animated prototypes to improve the digital experience for teens.

SKILLS

Illustration, with an emphasis on visual storytelling
Proficiency in Adobe products, including Photoshop, Illustrator, Animate, InDesign
Graphic Design, such as cover design and page layouts
Experience with formatting files for use on screens and in print
Communication with a team

CREATIVE EXPERIENCE

Brown RISD Game Developers
Illustrator, Designer | 2023-2025

Worked with teams of Brown University and RISD students to develop video games. Designed concepts, created visual mockups, and illustrated and formatted assets for use in game engines. Used Miro for planning and GitHub for compiling games. Games worked on include: Origami Bird Battle, Slinky Dog, and Switchboard Operator.

Henry M. Gunn High School Yearbook
Designer | 2021

Used Adobe Illustrator to create original graphics, including front and back covers and section divider spreads. Created page layouts using Adobe InDesign. Frequently met with a team and had rapid turnaround for design sketches.

Gunn High School Wellness Center
Window Graphic Designer | 2019-2020

Worked on concept with a small team, took on-site measurements to create a template document, and created large scale digital graphics for the final project.