

Karen Krajenbrink

Associate Art Director

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[LinkedIn profile](#)



PROFILE

I am passionate and driven to tell stories and mentor artists. With nearly a decade experience leading and art directing games as well as several years experience in TV & Film my goal as an art director is simple: Push my artists past their comfort zones to learn new skill sets, have them think creatively on their feet, and drive them to the next level of their careers.

WORK EXPERIENCE

Associate Art Director

Storm8 | 2016-current

I currently manage a team of three artists on live games (casual, invest express, and casino) including known IP's for Hasbro's Clue & Monopoly brands. My largest team was 13 artists, 2 lead artists, and senior designers on 13+ titles. Initiated communication between game design/product and outsourcing to establish budgets and timelines. Created style guides for different projects by assessing the needs of the team and what guides were lacking. I assisted in the creation of tools for efficiency post-reorganization with Head of Product to insure game stability & viability.

Lead Artist

Storm8 | 2012-2016

Lead artist and art direction for Restaurant Story 2 from conception to launch, assisting in live game upkeep during & afterward. Orchestrated new feature work and core art content all live invest express games, managed the lead artists on casual games, and insured quality of assets and features was done with a high level of polish. Created style guides, gave feedback to a team of 10+ artists, and maintained quality on 6+ titles.

Senior Artist

Crowdstar | 2011-2012

Artist & Animator for the Happy Game series including: Happy Island, Happy Pets, and Happy Aquarium. I advised interns and game artists, created scheduling in conjunction with the lead artist. Worked closely with entire team (devs, producers, and programmers) to insure a cohesive quality of art assets, development of new features, and generating consistent new content.

Lead Artist

Meteor Games | 2009-2011

Visual Development Artist

Made in Paradise Productions | 2008-2009

The Little Engine that Could for Universal Studios. [iMDB](#)

EDUCATION

BFA

Visual Development & Animation
Laguna College of Art and Design
| 2004-2007

GUILDS

Animation Guild

TAG 839 member since January
2009

REFERENCES

Suzie Greene

415 629 2640

Bryan Cash

832 818 2296