

DANEA FIDLER

[DANEA FIDLER@GMAIL.COM](mailto:DANEAFIDLER@GMAIL.COM) | DANEA FIDLER.COM
720.883.6942 | BLACK HAWK, CO

Professional Qualifications

- 10 years of creating professional high quality 2D creature and character concept designs and illustrations for clients.
- Experience illustrating for TTRPG projects, board games, and books.
- Excellent ability to carry out visual development from ideation to finalized art with excellent communication of processes.
- Ability to prioritize tasks and meet tight deadlines while being proficient in executing a variety of processes across multiple teams.
- Experience working within established visual guidelines with the ability to work collaboratively within an established team.
- Exceptional initiative and willingness to learn with the ability to take and implement direction, along with constructive criticism.

Artistic Skills

Creature Design | Concept Art | Fantasy/Sci-Fi Illustration | Scientific Illustration | Animal/Wildlife Art | Pet Portraits

- Digital 2D sketching, drawing, painting, illustration, and design skills – Adobe Photoshop.
- Traditional illustration techniques – Pen & Ink, Acrylic, Watercolor, Oils, Graphite, and Marker.
- Graphic design, vector illustration, and typography – Adobe Illustrator.
- Design layout skills – Adobe InDesign.

Experience & Employment History

Freelance Illustrator & Creature Designer

Danea Fidler Illustrations & Creations, January 2013 – Present | daneafidler.com

Notable Clients & Projects

NDA (Board Game) – *North Star Games, 2023-2024*

NDA (TTRPG Project) – *R. Talsorian Games, 2024*

Moonfall Saga Series by James Rollins, Tor Books – *James Rollins/ Scovil Galen Ghosh Literary Agency, 2019-2024*

Moahtha Personal Worldbuilding Project & Book – *2013-2024*

Artist Alley/ Creating Fantastical Creatures Workshops - *Denver Pop Culture Con/ Denver Comic Con, 2014-2019*

- Designs, creates, and sells original hand-made traditional and digital illustrations and concepts for a variety of clients.
- Produces realistic artwork while using extensive knowledge of animal and human anatomy, environments, props, costume, form, color, light, and perspective to design imaginative fantasy creatures, characters, props, and landscapes for games and books.
- Produces realistic artwork from concept to final with use of thumbnails, sketches, breakdowns, and reference sheets.
- Communicates clearly with clients on projects and ensures collaboration with other team members on projects.
- Manages and disseminates client contracts, invoices, deadlines, and schedules.
- Observes and sketches from life to create realistic and scientifically accurate artwork of nature.
- Researches, composes, and organizes reference materials and resources for projects with the use of extensive reference libraries.
- Designs, creates, and distributes marketing materials for virtual and print advertising and manages social media marketing.
- Arranges layout and color calibration of prints and materials to sell and distribute at large in-person conventions and online.
- Manages and distributes sale inventory of prints, originals, and other products for customers online and at conventions.
- Plans, coordinates, and manages art show and workshop schedule to exhibit and teach at conventions, festivals, and galleries.
- Educates students of all ages and diverse backgrounds on creature design, animal anatomy, animal drawing, and wildlife painting.

Education

Rocky Mountain College of Art + Design, Denver, CO

Bachelor of Fine Arts, Illustration, 2013

Schoolism, Imaginism Studios, *Online*

Creature Anatomy: Terry Whitlatch | *Certificate, Critiqued Session, 2016*

Character Design & Costuming for Games: Alexandria Neonakis | *Subscription Course, 2023*