

KODY PAPP

Concept Artist And Illustrator

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Clocksout.com

EDUCATION

B.F.A. in Sequential Arts,
minor in concept for games
Savannah College of Art and Design
Savannah, GA
Expected Graduation - June 2027
3.95 GPA
Dean's List 2024, 2025

OTHER WORK

Freelance Illustration - 2020 - Ongoing

ShellX Remote Controller Design Collab -
2026

Gordon Zine - Comic Artist - 2026

Sunshine Soap Fanzine -Page Artist -
2024

For the love of hens Fanzine - Page
artist - 2024

Aquabats Card Collab - Card Artist -
2023

Trust the Fungus Fanzine - Page artist -
2022

HLVRAI YEAR ONE Fanzine - Merch Artist -
2021

SKILLS

Software

Photoshop
Illustrator
Krita
Autodesk Maya
Unreal Engine
Adobe Substance
painter

Professional

Concepting
Illustration
Sequential Arts
Storyboarding
Game design
Game art
Public Speaking
Team management

PROJECT EXPERIENCE

Ghoul Studios, 'Infection'

Lead Environment Concept Artist and Producer 2025 - present

- Responsible for visual direction, environment concepting, and in-engine asset oversight, with additional contributions to character, prop, and UI design.

SCAD, 'PATCH!'

Environment and Prop Concept Artist 2026

- Responsible for Environmental and prop concepts to support the project's visual development.

Global Game Jam 2026, 'NoseDive'

Art Director 2026

- Responsible for setting Art direction and managing the Art team. Game was awarded 'Best Art' within the SCAD competition

SCAD, 'Set in Stone'

Environment Concept Artist 2025

- Responsible for color and fauna exploration to support the project's visual development.

Global Game Jam 2025, 'Germinator'

Lead Environmental Artist/ Storyboarder 2024

- Responsible for level design, in-game art support, and contributing to storyboarding and illustrated assets for the game trailer.

SCAD GDN 12 Week Jam, 'Swamped'

Lead Environmental Artist 2024

- Responsible for all in-game background illustrations, with additional contributions to game mechanics and UI design..

1-BIT Game Jam #4, 'New Babel'

UI Artist/Concept Artist 2024

- Set the game's visual direction and created in-game illustrated assets and UI art.

