

MARISA JEAN

Creative Director

Dallas-Fort Worth, TX | Open to Remote

creative@marisajeans.com / [Linkedin](#) / [MarisaJean.Studio](#)

Creative Director with a background in game development, simulation, and brand development. Focused on defining vision, aligning teams, and transforming ideas into cohesive experiences people connect with.

SELECTED EXPERIENCE

Creative Director | 2022 – Present

Yo-P-Yots Corporation — Children's Media IP

Led the creative development of early-stage children's IP focused on emotional growth transforming founder concepts into a cohesive brand spanning publishing, digital, and physical products. Defined the visual language, storytelling philosophy, and long-term creative vision while aligning external partners around a unified direction from concept through prelaunch.

Creative Lead | 2019 – 2022

Solers RG — Military Simulation & Training

Shaped training experiences designed to communicate complex real-world concepts through interactive learning. Bridged creative goals, technical requirements, and stakeholder objectives while guiding visual standards and execution across multidisciplinary teams. Focused on creating experiences that balanced usability and clarity in highly regulated development environments.

3D Character Artist / Outsource Manager | 2017 – 2019

Electronic Arts — NBA Live Franchise

Contributed to a AAA sports franchise focused on creating authentic player experiences through character development, customization, and visual quality. Worked within large multidisciplinary teams, gaining firsthand experience in the collaboration and production required to deliver large-scale interactive products. The experience established a strong foundation in the large-scale production and cross-functional required to deliver complex interactive products.

Fine Artist | 2020–Present

Marisa Jean Studio — Fine Art & Environmental Design

Maintains an active studio practice focused on sculptural paintings, custom installations, and commissioned artwork. Collaborates with designers and galleries to transform concepts into physical experiences through material exploration and craftsmanship. This hands-on work provides a practical understanding of execution that informs broader creative leadership and design strategy.

EDUCATION

BFA, Interactive Design & Game Development
Savannah College of Art and Design (SCAD)