

# Mieke Hutchins

Art Director & Concept Designer  
Camas, WA



site: [miekehutchins.com](http://miekehutchins.com)

password: open sesame

email: [mieke@trycarrots.com](mailto:mieke@trycarrots.com)

## EXPERIENCE

### **TryCarrots LLC**

**Art Director & Concept Artist**

October 2023 - Current

Providing Art Direction & Concept Art consulting services for companies large and small within the world of XR, AR, VR, Games (console, mobile and PC) and film. Utilizing 20+ years of experience in entertainment and cutting edge tech to bring your project creative and innovative solutions, specializing in the creation of new IPs and world building.

### **Niantic Labs**

**Art Director**

April 2013 - October 2023

Founding team member of Niantic Labs.

Lead Artist on Pokemon Go.

Art Director & Publishing Art Director on the Niantic Platform: Transformers:Heavy Metal, Wol, Typewriter.

Art Director on Niantic's latest original IP, Peridot.

Lead Artist on Monster Hunter Now.

Leading a wonderfully talented team of designers and creating high-level concept art & UI for some of Niantic Labs most ambitious upcoming location-based augmented reality titles. Involved in initial concepting and project planning all the way through asset creation and in-engine design for use in the shipped title.

### **Atomic Fiction**

**Concept Artist / Lead Digital Matte Painter**

October 2011 - March 2013

Star Trek: Into the Darkness (concept artist / digital matte painter)

Flight (digital matte painter)

Looper (digital matte painter)

## **Doug Chiang Studios**

### **Concept Artist**

May 2011 - July 2012

Robota (concept artist)

Unnamed Film (concept artist)

Unnamed Game (concept artist)

## **Matte World Digital**

### **Concept Artist / Lead Digital Matte Painter**

November 2010 - October 2011

Hugo (concept artist / digital matte painter)

Captain America: The First Avenger (concept artist / digital matte painter)

## **ImageMovers Digital**

### **Concept Artist / Lead Digital Matte Painter**

February 2009 - November 2010

Yellow Submarine (concept artist)

Mars Needs Moms! (digital matte painter)

A Christmas Carol (digital matte painter)

## **Whiskytree Inc**

### **Apprentice Concept Artist**

June 2007 - February 2009

Ironman (digital matte painter)

Bedtime Stories (digital matte painter)

Zohan (compositing/roto)

EA Need for Speed 9 (concept artist)

Meyer Sound (concept artist)

Burton Snowboards (motion graphics artist)

Nokia (motion graphics artist)

Mozilla (motion graphics artist)

## **EDUCATION**

Purdue University — *BFA Psychology, Art & Design*

Expression College for Digital Arts — *BS Animation & Visual Effects*

## **SKILLS**

Maya, Blender, Keyshot, 3DsMax, Unity...

Photoshop, Illustrator, AfterEffects, Procreate, ...

Figma, UI/UX mockup, iconography...

3d & 2d Concept art, illustration, graphic design..