

GERALDINE HARRIS

CHILDREN'S BOOK ILLUSTRATOR CHARACTER & ENVIRONMENT DESIGNER

CONTACT

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SUMMARY

Children's book illustrator and character designer with over three decades of experience creating expressive characters, imaginative environments and visual stories.

SKILLS

Proficient in the following with decades of professional experience

- Highly Proficient in Procreate
- Photoshop
- Pencil techniques and mixed media
- Team building and mentorship across practices.

EDUCATION

Graphic Design Diploma
Durban Technikon 1983

WORK EXPERIENCE

Harris By Design (Pty) Ltd | Owner

Specialising in children's book illustration, character design and imaginative environment design, creating expressive characters and richly illustrated worlds for publishing.

Currently illustrating children's books for Amazon publication, from initial character development and pencil concepts through to fully rendered digital artwork and complete illustrated scenes.

Drawing on over four decades of professional character design experience in the gaming industry, I bring strong storytelling to every character and environment I create.

Derivco | Character & Environment Designer

January 1995 – December 2022 | Durban, South Africa

Character Design

Conceptualised and developed original characters from initial concept through to highly finished artwork. Created facial expressions, body parts and animation-ready assets, while considering character psychology and its impact on the player demographic.

Collaborated closely with animators and presented concepts and finished artwork to clients for approval.

Symbol Design

Conceptualised and rendered game symbols and animation assets, ensuring designs complemented the branding and visual identity of each game.

Game Environment Design

Designed and created highly finished environments and backdrops for online games.

Independent Design Contractor

Created character designs, logos, symbols, environments, game interfaces, branding and animation assets for Derivco Software Development and Derivco Landbased/Aurum Studios.

Mentored the Derivco Landbased creative team in character design and produced complete character asset sets for animators.