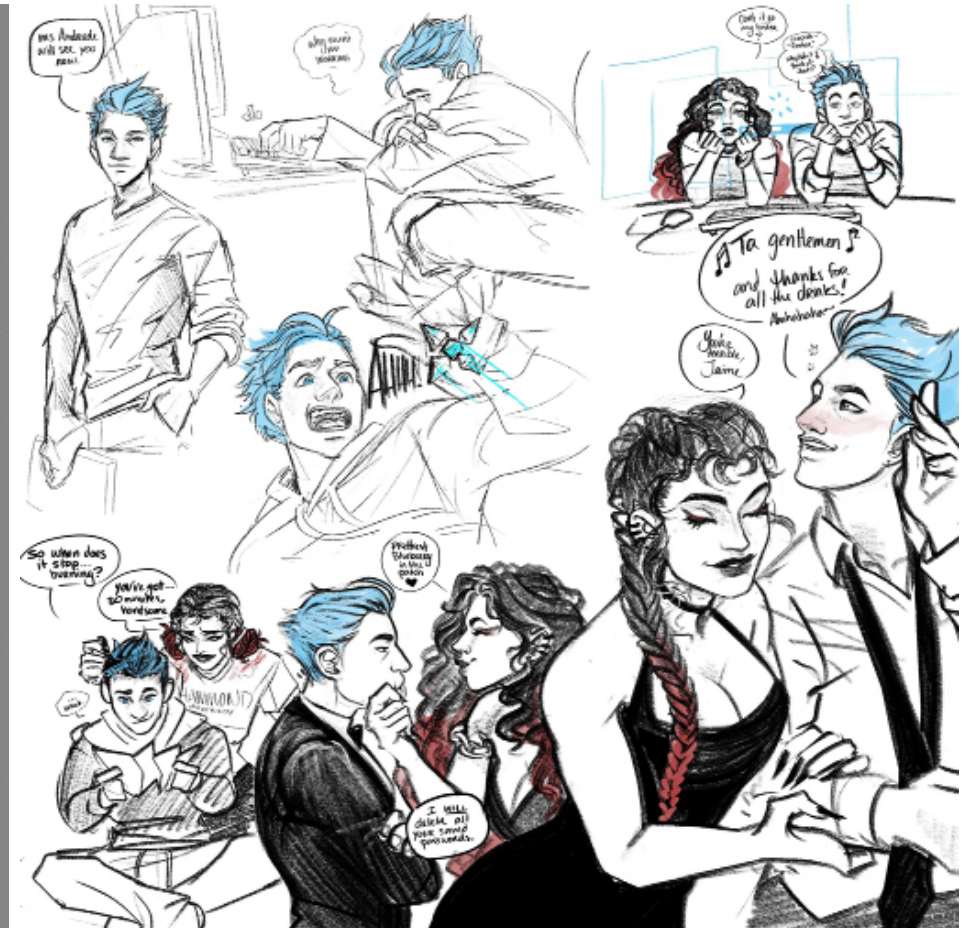
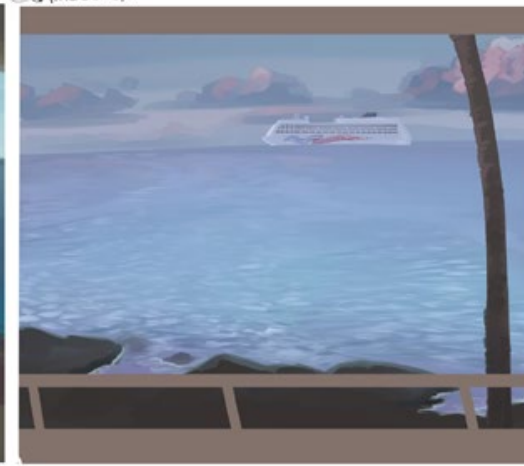
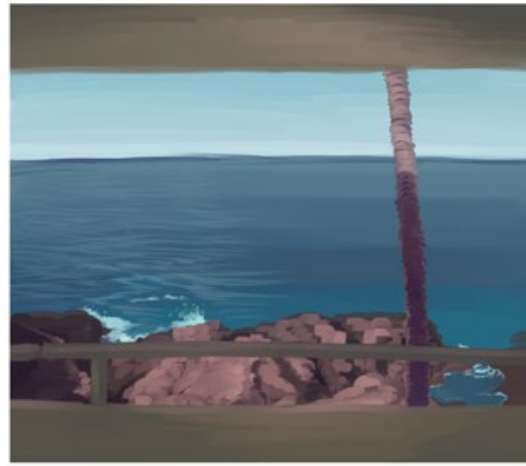
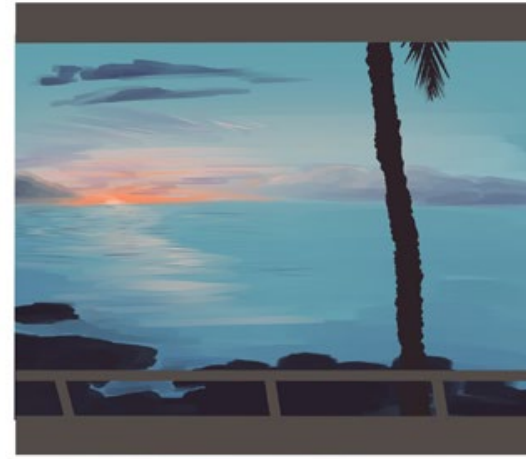


**CAITY COOPER
DESIGNS™**

She sure does.

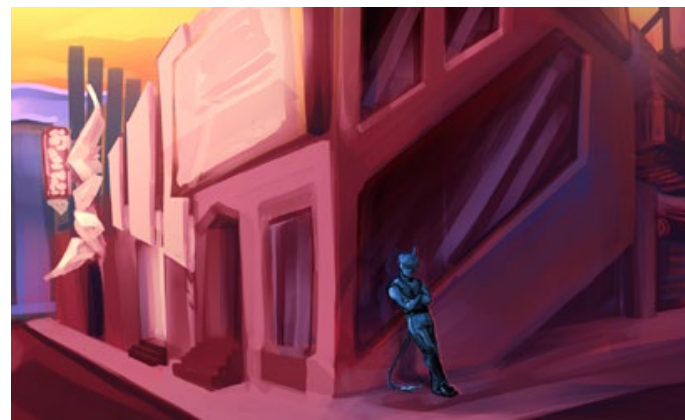
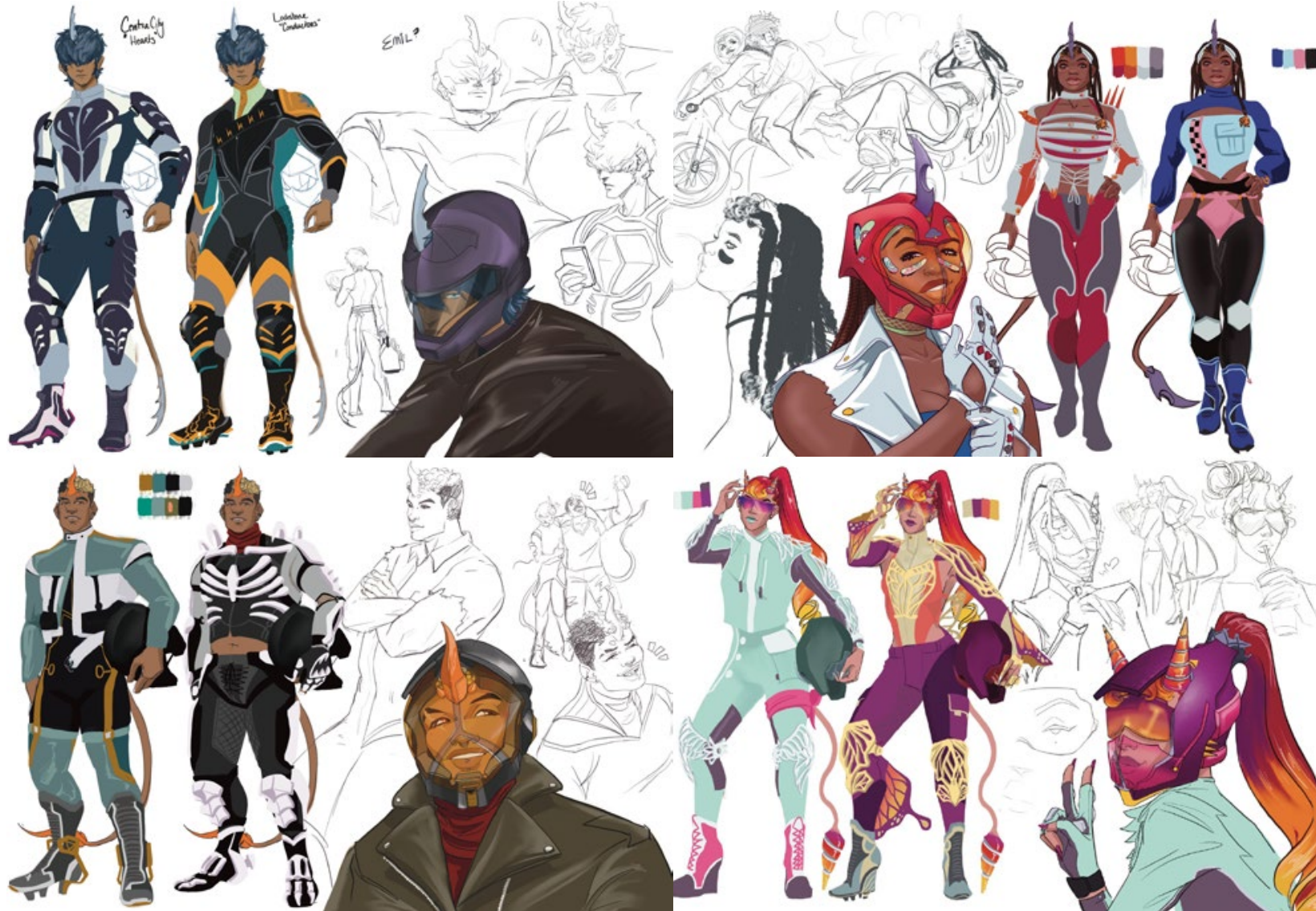
SKETCHBOOK



CONCEPT (Character)

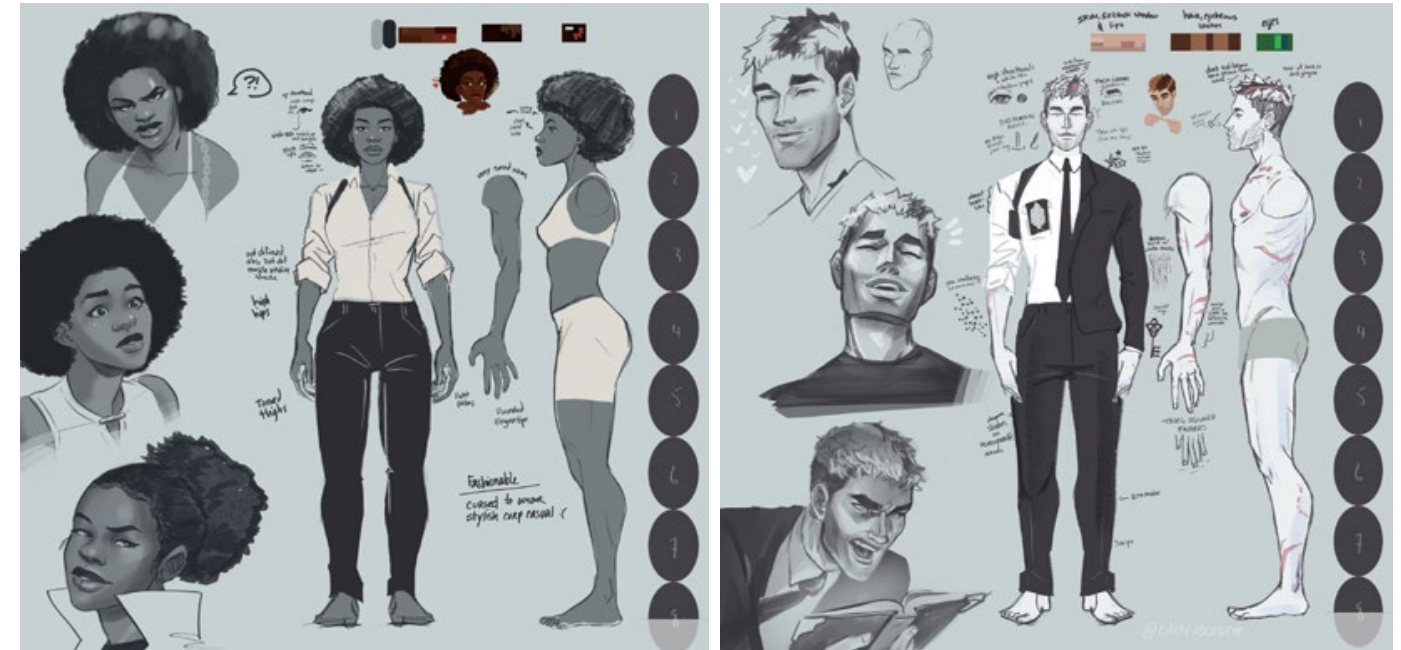
Personal IP: SHIFTER

Original universe where humanoid aliens play a motorcycle-based sport. A little bit of roller-derby, a little bit of Wacky Races, a whole lot of personality! Concepts include Other team uniforms, custom helmets for each characters unique horn configurations, attitude sheets and portrait.



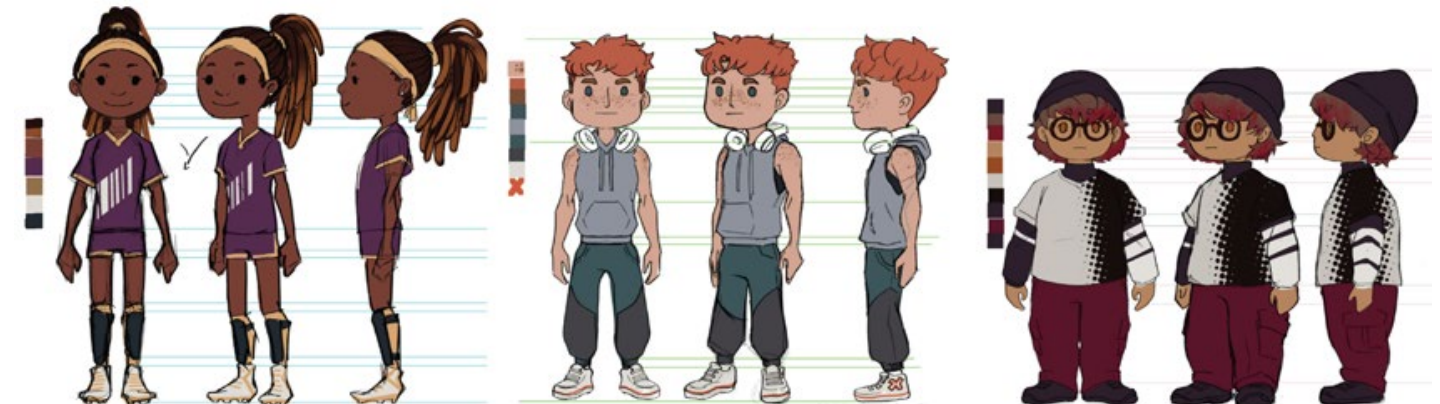
Personal IP: BLOODHOUND (renamed: AGENCY)

Bloodhound is an original webcomic from 2018. In a world where supernatural beings live side-by-side with humans, follow two private detectives in noir inspired adventures to hunt demons! Two turnarounds for the main characters, color palettes, and some personality sketches.



Personal IP: Ley's Hollow

Original game concept with "TOEM"-like camera-based gameplay. Three kids sneak into school on the suspicion that there are an uptick of cryptids and urban legends. Their one mission: Document it all for the Journalism Club!



CONCEPT (Environment)

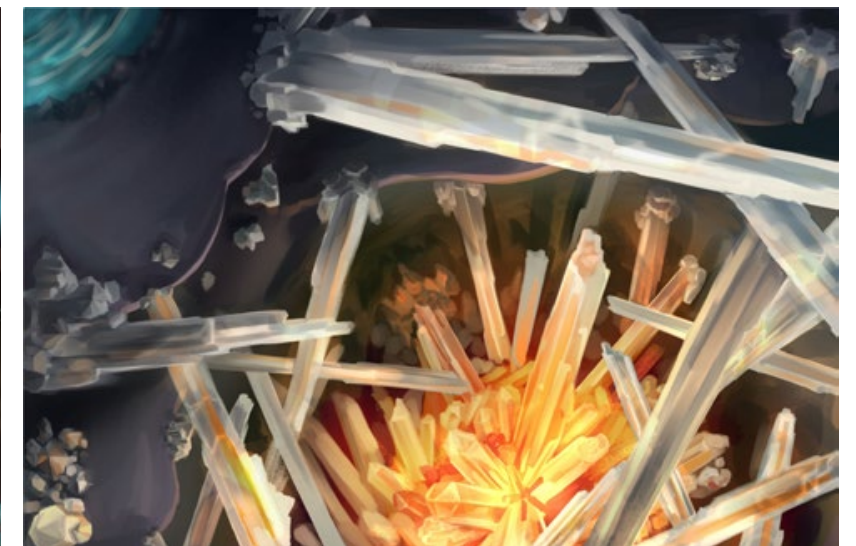
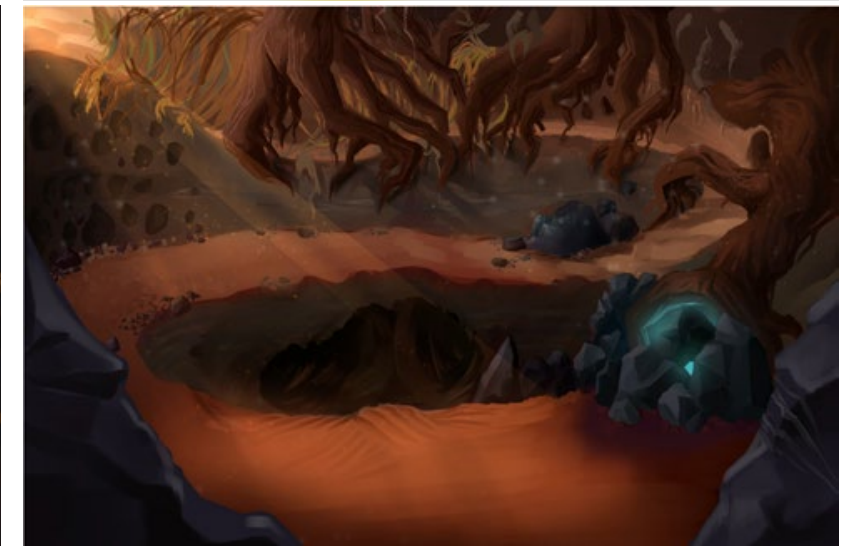
Officially contracted work: Respawn Entertainment | Apex Legends.

Tasked with creating a background that would fit within the visual language of the game, as well as allowing room for two characters to talk and travel around.



Personal IP: CANOPY

Mascot platformer level;/environment concepts! 4 areas that encompass different terrain, game mechanic / tool challenges. Seven enemy designs.

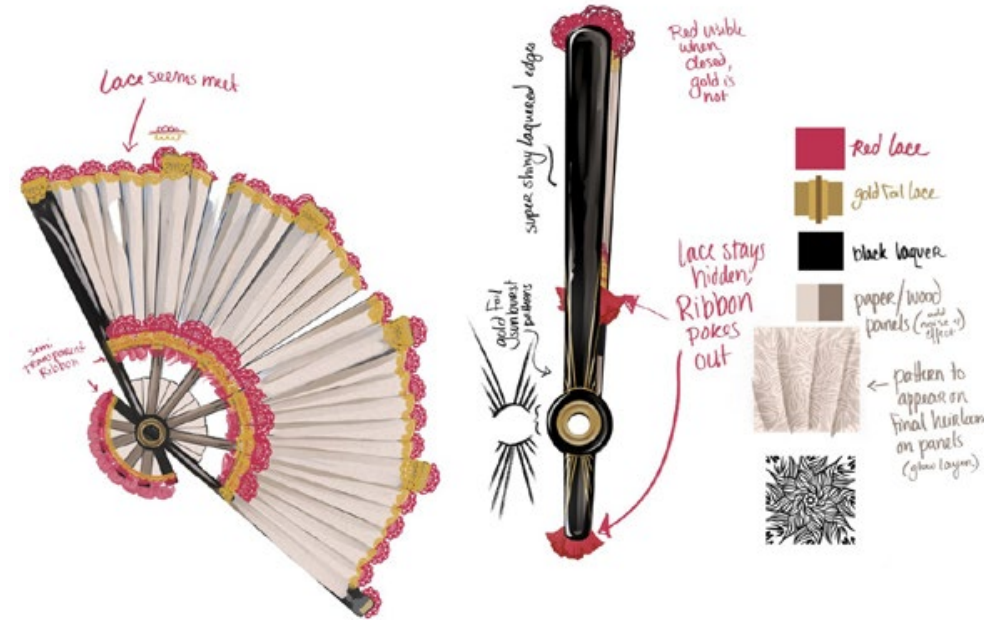
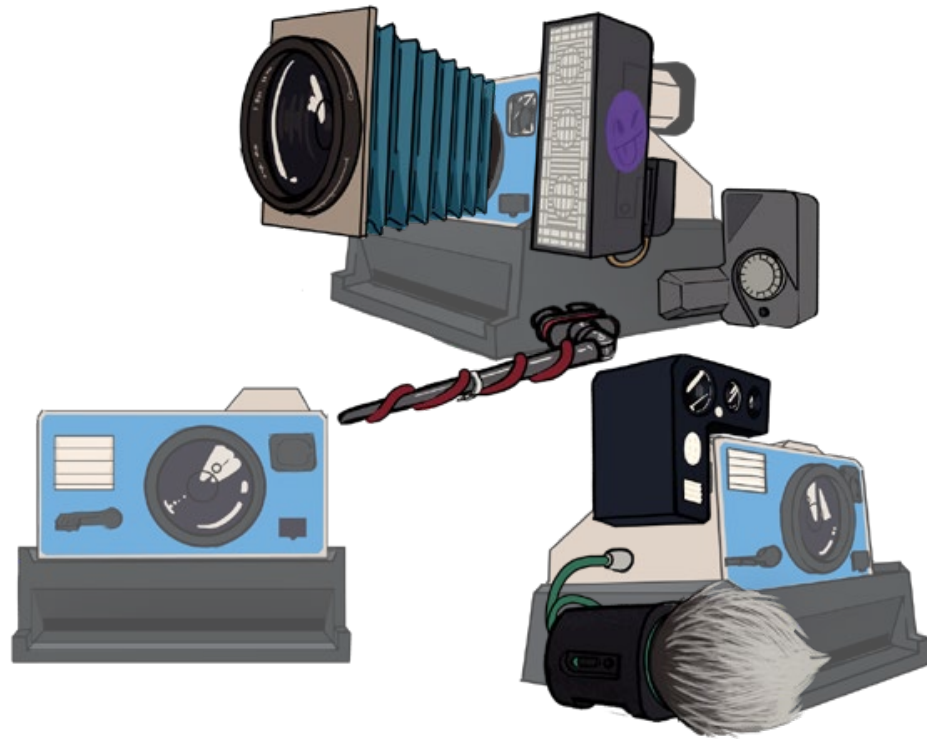


ASSET DESIGN

Officially contracted work: Respawn Entertainment | Apex Legends
 Tasked with “de-making” a character’s signature weapon;
 This was the original item on which the character put a deadly spin.
 Featured in a canon-compliant comic.

Personal IP: Ley's Hollow

Original game concept with “TOEM”-like camera-based gameplay. These are layouts for the main tool and the power-ups.



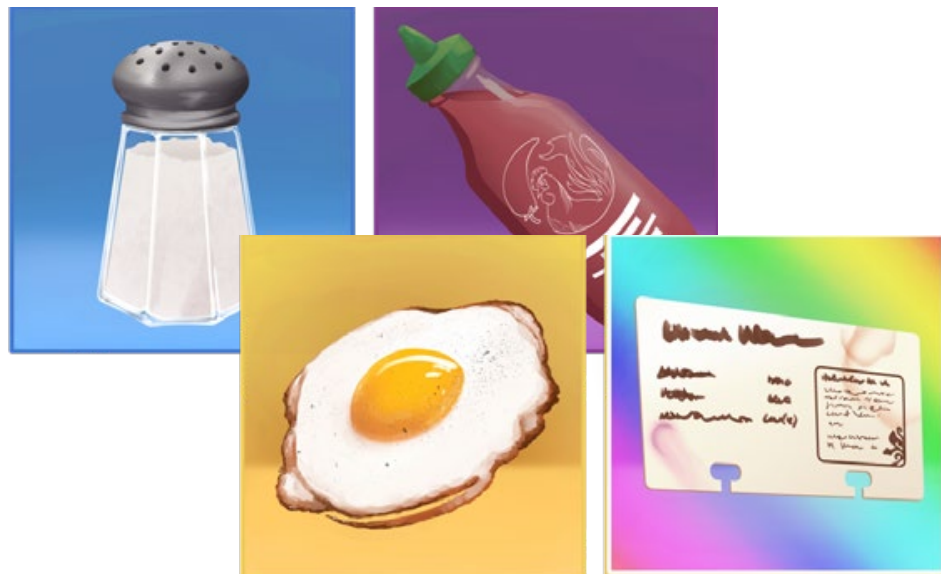
Officially contracted work: Respawn Entertainment | Apex Legends

Tasked with creating a trap that a character would fall into. This fancy trapped plinth was featured in a canon-compliant comic.



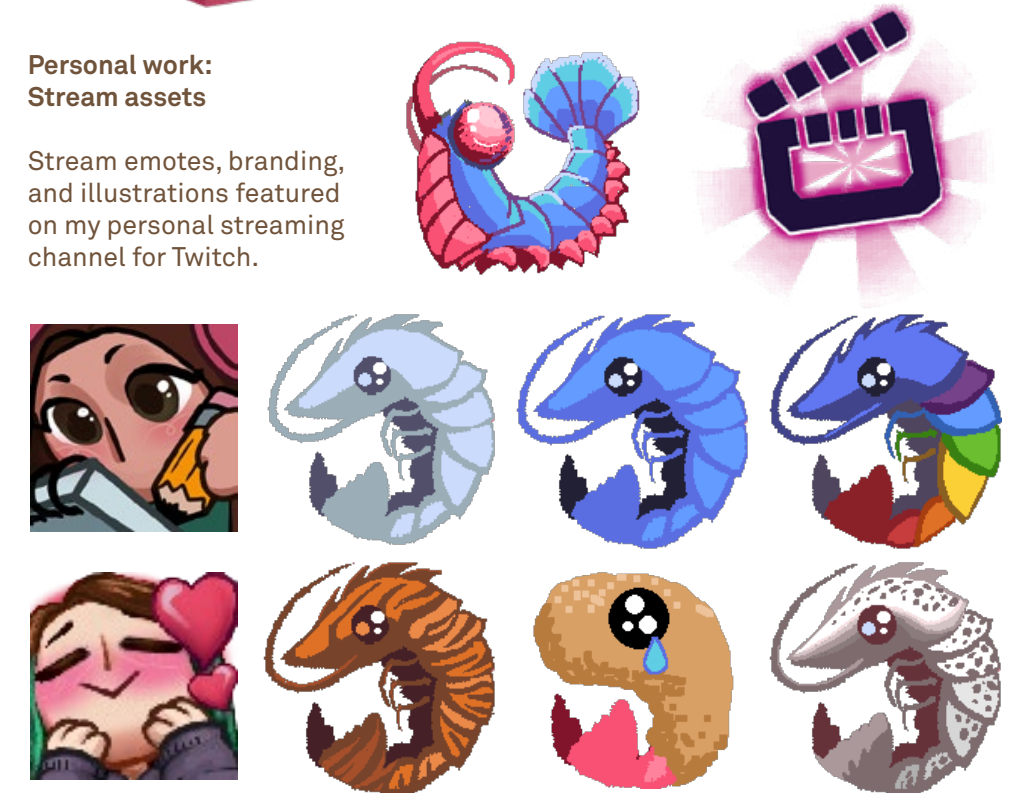
Personal IP: MISSILE LUNCH!

Original gacha game concept. Characters and power ups based around FOOD!

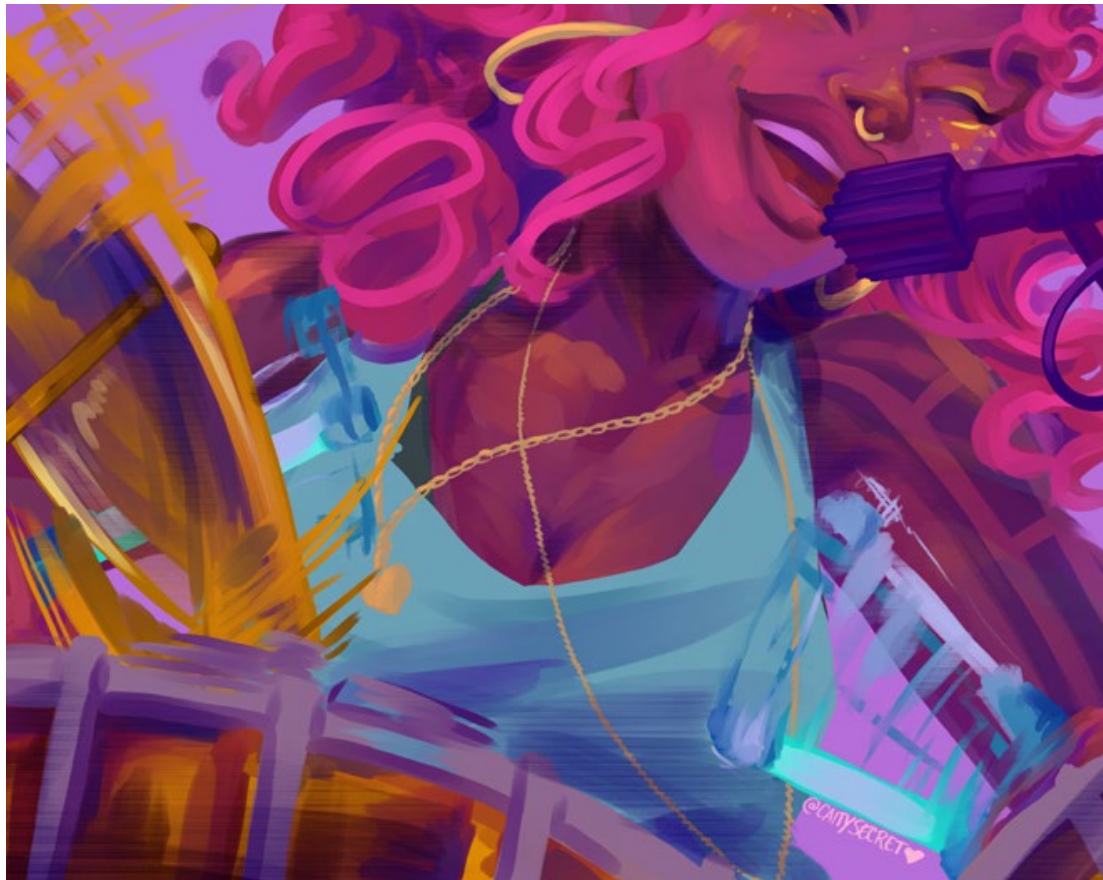
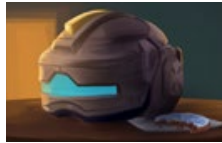
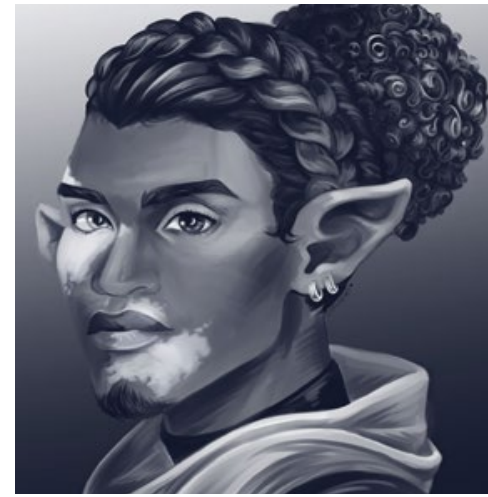
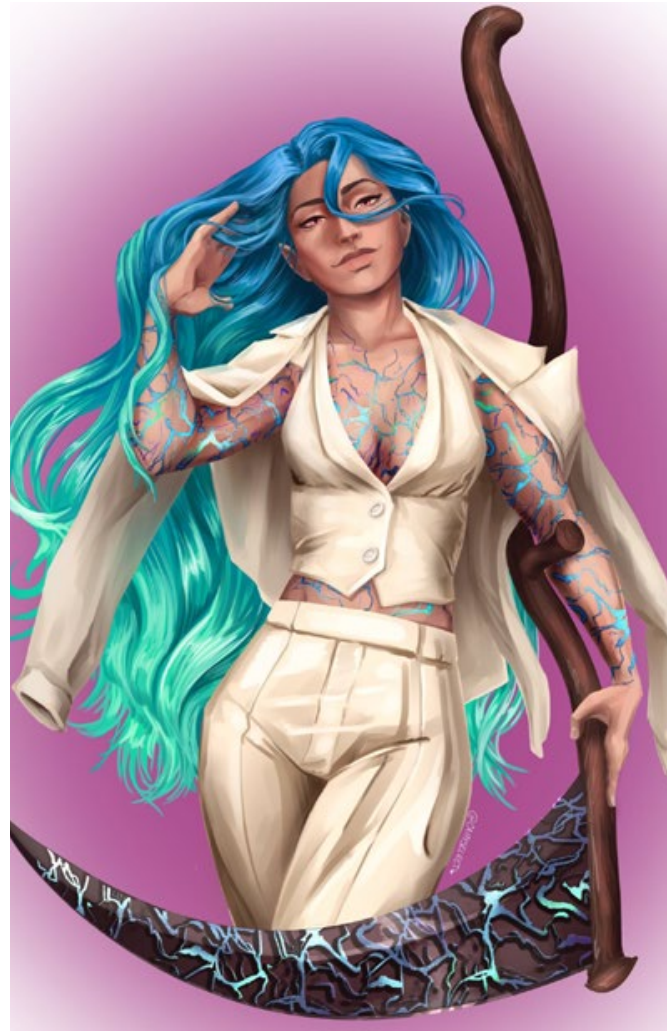
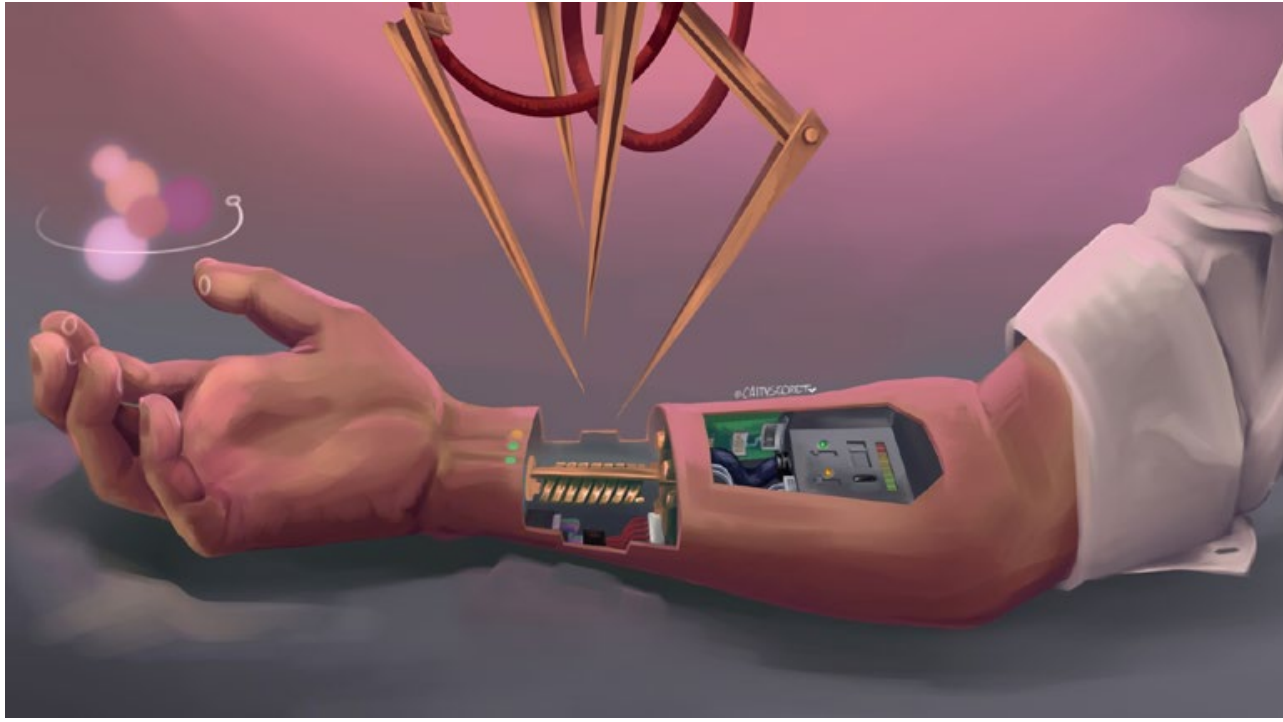


Personal work: Stream assets

Stream emotes, branding, and illustrations featured on my personal streaming channel for Twitch.



ILLUSTRATION



SEQUENTIAL

FOR RESPAWN ENTERTAINMENT // APEX LEGENDS Season 14 Social Media Comic



Non-Commercial comic work



FOR RESPAWN ENTERTAINMENT // APEX LEGENDS Season 14 Social Media Comic



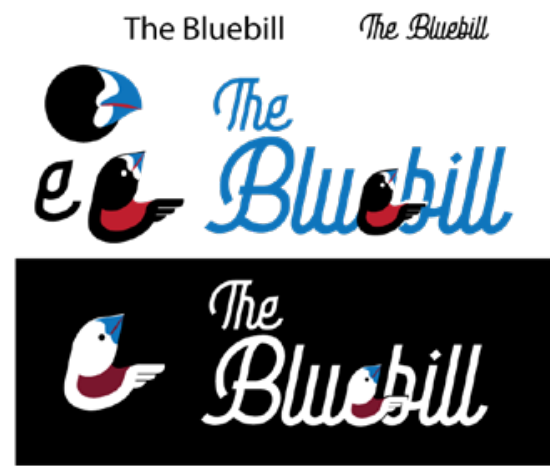
GRAPHIC DESIGN



Fanzine cover art and layout design three years running for The Apex Anniversary



Homemade logomarks, just like grandma used to make.



Vector illustrations for a healthcare company (Previous Employer)



THANK YOU!