

Bridget Knight

Greater Boston Area, MA • (781) 576-0432 • bridget.g.knight@gmail.com • bridgetknight.com

Concept artist and illustrator pursuing an MA in Illustration at SCAD, with production-level software engineering experience that supports a technically precise and iterative approach to visual development. Equally fluent in design thinking and engineering; well-suited for roles bridging creative and technical teams.

SKILLS

Software & Development Tools: Clip Studio Paint, Unity (learning), Blender (learning), Adobe Suite (Photoshop, Illustrator, Bridge), Figma, HTML, CSS, Python, JavaScript, C++, Microsoft Office/365, Git/GitHub, Toon Boom Studio

Pipeline & Engineering: Cloud workflows (GCP), Linux, Docker, machine learning (Keras, PyTorch)

Technical Skills: Systems documentation, iterative design methodology, world-building & narrative development, UI/UX design, concept art, visual development, character design, digital illustration, color theory, 3D modeling fundamentals, 2D animation fundamentals

Languages: English (native), French (B1 – Intermediate)

EDUCATION

M.A. in Illustration | GPA: 4.0 Jan 2026 - Present
Savannah College of Art and Design Online

B.S. in Computer Science, Intelligent Systems | GPA: 3.94, Summa Cum Laude Dec 2024
Salem State University Salem, MA

- **Minors:** Mathematics & Physics

PORTFOLIO & PROJECTS

Narrative Environment: Abandoned City Sci-Fi Concept Art

- Developed 10 compositional thumbnails and built a 3D blockout to validate scale and perspective
- Designed and explored 4 color keys informed by preliminary moodboards and reference research
- Executed final digital painting in Clip Studio Paint and Adobe Photoshop, applying deliberate lighting and atmosphere choices to strengthen the narrative – visible at bridgetknight.com

Blender City Streets

- Modeled an urban street environment in Blender, including buildings, fencing, vegetation, and street fixtures, applying materials and HDR-based lighting through Blender's node editor to achieve a cohesive rendered scene
- Configured and executed CPU/GPU render settings on a personal workstation, developing a hands-on understanding of render pipeline decisions and output workflows

Sproutling: Automated Plant Watering System

- Designed and built an Arduino-based automated plant monitoring system (C/C++) integrating sensors, voltage regulation, and real-time data processing with a hardware-software pipeline alongside a companion Android app

Commissions & Independent Work

- Produced commissioned digital illustrations (logos, graphics, posters) and character portraits for small business clients and conferences, managing client briefs, iterative feedback rounds, and final delivery

PROFESSIONAL EXPERIENCE

Software Engineering Intern | Full-time Jun 2021 - Jul 2025
Broad Institute of MIT and Harvard Cambridge, MA

- Designed data visualization interfaces (Python, HTML, JavaScript) for scientists, translating complex genomic data into intuitive, visually compelling dashboards used by 30+ researchers worldwide to accelerate disease reporting and control
- Collaborated with cross-functional teams to iterate on visual design and interactivity based on user feedback

Research Assistant Sep 2023 - Jun 2025
Salem State University – In partnership with MIT Salem, MA

- Developed visual tools (Python) for physics education, turning abstract concepts into interactive models for students

HONORS & AWARDS

- SCAD Achievement Honors Scholarship 2025 - Present
- SCAD Student Recognition Scholarship 2025 - Present
- Alpha Lambda Delta Honor Society, Upsilon Pi Epsilon (Computer Science) Honor Society Joined 2020, 2024