

riley

about me

Riley is an illustrator from Mississippi. She creates traditional and digital illustrations as well as large-scale hand-painted murals. She works as a freelance illustrator, muralist, game developer, and "et cetera" artist.

She has a BFA in illustration from the Kansas City Art Institute and is a two-time Society of Illustrators award winner, among other things.

contact

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You can find me on Instagram and Gamejolt!



woolworth

art/work

Gobbo Labs (2024 - Present)

Collaborator and contract artist, creating illustrations for Dungeons-&-Dragons-inspired products.

My Brother, My Brother, And Me (2024)

Designed merchandise, a long sleeve shirt with back, front, and sleeve designs.

Heartbreak Coffee (2023)

Designed mural for coffee shop location, painted by hand.

Kansas City Art Institute (2022-2025)

Instructor for KCAI's Pre-College ArtLab summer program. Designed a two-week illustration curriculum worth 3 college credits.

Odd Infinitem (2021)

Concept artist designing bosses, environments, and other elements for Odd Infinitem, a sci-fi PC game developed by Oxonian Games.

Lyrik Institute (2021)

Instructional assistant for Lyrik's creative arts program for underprivileged students.

Helix (2020)

Designed and painted three pieces for study space in new apartment complex.

Midtown KC Now Asphalt Art Project (2020)

A community arts project funded by Bloomberg Philanthropies and organized by Midtown KC Now. First place design of five artists chosen. 1,300 sq. ft. mural painted at an intersection in Kansas City, MO.

KC Hopps (2020-2024)

Artistic partner with restaurant group KC Hopps, making chalkboard menu designs, murals, and window art for restaurants in the greater Kansas City area.

College Basketball Museum (2020)

Designed and hand-painted indoor mural for basketball court (8' x 53'). Artist and project manager.