

Angel Flores

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EDUCATION

A.A., Fine Arts, Aug 2019 - June 2021 Riverside City College, Riverside, CA

Relevant Coursework: Digital Applications, Typography, Visual Communication

B.F.A., Fine Arts, Focus in Digital Media Art Aug 2021 - May 2024 San Jose State University, San Jose, CA

Relevant Coursework: Digital Applications, Visual Communication, Game Development

SKILLS

Design Software: Adobe Creative Suite (InDesign, Illustrator, Photoshop), Clip Studio Paint

Office Tools: MS Office, Google Suite, Zoom **Languages:** Bilingual in English and Spanish

PROJECT EXPERIENCE

Sketched Reflections Aug 2023 – Apr 2024

- Developed a video game for the 2024 Digital Media Arts BFA Show *Byte Me*
- Created my own art assets and music, and programmed the game utilizing the RPG Maker MZ Engine

WORK EXPERIENCE

Food SVC Worker, SJSU Village Market, San Jose, CA Jan 2022 – May 2024

- responsibilities include stocking floor items and managing the register, as well as handling food and drink services

ACTIVITIES

2D Artist, SJSU Video Game Dev Club, SJSU Aug 2021 – May 2024

- Created concept art, animation, and assets for video game projects

PORTFOLIO WEBSITE

angel-a-flores.github.io/Angel-Flores.github.io/