

# Lilia Isabel Aguirre Lugo

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## Education

**Computation Arts**, Concordia University, Montreal, Quebec

## Skills

- **Technical:** Blender 3.4 – GIMP 2.10.32 – Audacity 3.1.3 – Adobe Premiere Pro 22.3.1 – Adobe After Effects 22.3 – Unity 2021.3.14f1 – HTML – CSS
- **Languages:** Native English – Native French – Native Spanish
- **Soft:** Patience – Friendliness – Organization – Cleanliness – Teamwork – Autonomous – Communication – Creativity

## Artistic Work

### Game jams (September – December 2022)

In teams of three, each group has three weeks to make a complete and functional game.

#### 1. [Hungry Hustlers](#) (September 7 - 28) – Role: Artist

- Creating a moodboard with references
- Designing the characters and the setting of the game
- Making 2D sprites, background, and win/lose scenes (GIMP)

#### 2. [CrimeFinderPro](#) (September 28 - October 26) – Role: Artist and Writer

- Putting together a moodboard
- Styling the characters and look of the game
- Creating 2D art of the characters and background elements (GIMP)
- Writing detailed crime reports
- Scripting web searches that hint at the culprit and gives insight into the personal lives of the characters

### 3. [Sprout and About](#) (October 26 – November 16) – Role: Artist and Writer

- Constructing a moodboard
- Building a color palette
- Sketching the scene of the game
- Writing and making a cutscene that explains the context and goal of the game without using text (GIMP, Adobe Premiere Pro)
- Drawing a story board for the game's cutscene
- Producing low poly 3D models of plants (Blender)

### 4. [Stan Stopper](#) (November 16 – December 7) – Role: Artist and Art Director

- Assembling references for a moodboard
- Making a color palette
- Designing the characters for the game
- Creating 2D art of the characters and of game assets (GIMP)
- Producing spritesheets for the elements that require animations (GIMP)
- Directing another artist

## 3D Environment (July – August 2022)

Redesigning a location from the Montreal downtown RESO system as a 3D model with realistic textures.

- Taking pictures and measurements of the location
- Building the models of the environment and of the elements within it (Blender)
- Unwrapping UVs.
- Texturing the models (Blender, Adobe Substance Painter)

## Walk Cycle (May 2022)

Designing, Sculpting and Rigging an original character.

- Sketching a character
- Sculpting the character (Blender)
- Retopologizing the sculpt to have a low poly version of it
- Unwrapping UVs
- Texturing the model using the high poly texture on the low poly model (Adobe Substance Painter)
- Rigging the character by making a custom armature (Blender)
- Animating a walk cycle

## Part-time Work

Barista - Café Dépôt Lionel Groulx, Montreal, Quebec

(May 10 – October 1<sup>st</sup>, 2021)

- Preparing coffee and other drinks quickly and efficiently
- Attending to customers politely and efficiently, even during rush hour
- Handling issues immediately and calmly (mess, impolite customers wrong orders, etc.)
- Making efforts to communicate with non-verbal clients and people who do not speak English or French
- Keeping café and cooking station clean and organized
- Running the café while the manager is not present (Counting the money from the cash, verifying, and restocking the stock)
- Training new staff

Attendant - J.J. Cardinal Funeral Home, Montréal, Québec

(Winter-Spring of 2019)

- Attending to elderly patrons who need assistance walking and hanging their coats
- Practicing sensitivity while interacting with the guests
- Keeping the rooms clean and organized
- Serving coffee and water to the attendees

Day Care Companion - Dorval Day Camp, Montreal, Quebec

(Summer of 2015 – 2016)

- Taking care of children with special needs.
- Being the child's friend instead of shadowing them.
- Interacting and understanding children who are non-verbal.
- Paying attention to children and treating them as equals.

## Volunteer Work

- Atlatl Sports of North America (Summer of 2015-2016)
- Taiwanese Heritage Week in Montreal (June 2016)
- Otakuthon (August 2018, 2022)
- SIDIM – Salon du Design (September 2019)