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 Hustler**](https://thestormex.itch.io/hungry-hustlers)**s (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**](https://atienn.itch.io/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**](https://omch.itch.io/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**](https://atienn.itch.io/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 1st, 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 of 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 stack)
* 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)