

Guadalupe Solis

Digital Artist & 2D Animator

Contact: Lupesolis.solis21@gmail.com | [Portfolio](#) | [LinkedIn](#) | [Personal Website](#)

PROFILE

Digital Artist and 2D Animator, working on digital art and short films/reels. Proficient in Photoshop, Adobe Animate, and Storyboard Pro. Always learning new techniques and software and improving my artistic ability.

WORK EXPERIENCE

Concept & Background Artist

Wild 7 Studios / Remote / September 2023 - December 2023

- Communicated with the Lead Art Director regarding design choices and ideas, which resulted in finished projects weekly instead of the original monthly deadline.
- Adapted art to desired style and mood which led to 100% of consistent backgrounds.
- Designed a variation of concepts for different environments giving the Art Director a new direction for 80% of environments.
- Efficient coordination & communication with the art team about necessary changes/deadlines, which led to the completion of 100% of the scenes.
- Created artwork & color grading using Procreate, Photoshop, & Lightroom, adept software knowledge led to color accuracy being achieved.

Freelance Illustrator & Concept Artist

Independent Freelance / Remote / August 2020 - Present

- Develop artwork in various styles and color palettes for private clients.
- Communicate with clients effectively, asking questions about art direction and preference.
- Apply creative problem-solving for issues that arise.
- Create 2D assets to be used in Unity/Unreal.
- Create logos, UI art, illustrations, props, album covers, commission pieces, and concept art.
- Execute requests to perfection, in a timely manner, and with high customer satisfaction.

Concept Artist, Animator & Background Painter

California State University Long Beach / Remote / January 2021 - May 2021

- Created concept art for the film Johanna, setting the mood, style & color as inspiration for the entire film.
- Created an animatic for the beginning of the film using Storyboard Pro.
- Made multiple layouts & fully colored backgrounds on Procreate & Photoshop.
- Created rough animations on TVPaint and Adobe Animate.
- Added in-betweens, cleaned up rough animations, and fleshed out with color.
- Had meetings with the Art Director & the entire team to help organize the next steps in production.

EDUCATION

Bachelor of Fine Arts in Animation/Illustration – Animation Path

California State University, Long Beach / August 2016 – December 2021

- University President's Honor List
- Cum Laude

SKILLS

Environment Design – Character Design – Background Layout & Painting – Prop Design – 2D Animation – UI Design – 3D Modeling

SOFTWARE

Photoshop, Adobe Animate, Procreate, Clip Studio Paint, Microsoft Office, Lightroom Classic, Toonboom, TVPaint, Adobe After Effects Storyboard Pro, Premiere Pro, Final Cut Pro, Illustrator, Maya, Z-Brush, Substance Painter