

ARCHIE PAPE-VALDEZ

Visual Designer . Concept Artist . Storyboard Artist . Children's Book Illustrator



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SKILLS

Photoshop
Illustrator
Animate cc
Dreamweaver
After Effect
Atom
GitBash
Sketchbook Pro
Maya
Adobe Xd
Window/ Mac OS
Traditional Medium

EDUCATION

BFA IN FINE ARTS

ACADEMY OF ART UNIVERSITY
SAN FRANCISCO CA 2000-2004

GAME DESIGN COURSE

UNIVERSITY OF WASHINGTON
SEATTLE, WA Oct 2017-Dec 2017

Certificate Program

FRONT END DEVELOPMENT

UNIVERSITY OF WASHINGTON
HTML . CSS . SASS . JSON
JavaScript Frameworks
API introduction

For additional Information
please visit
www.linkedin.com/in/archiepapevaldez

AWARDS & RECOGNITION

CHILDREN'S BOOK ILLUSTRATOR

I illustrated a series of books including
"The Super Sproutz"

CASUAL GAMING AWARDS

W3

2009 Silver Award – History Channel Warriors

Creativity Annual Awards

2009 Gold Award – History Channel Warriors

Davey Awards

2009 Silver Award – History Channel Warriors

Marcom Awards

2009 Gold Award – History Channel Warriors

PROJECTS 2017-2018

FREELANCE ARTIST, GOLD AND GLOOM, SEATTLE WA

August 2017 – March 2018

Concept Art for an RPG Board game compendium and an RTS puzzle game.

VOLUNTEER WORKS

SEATTLE WA

ArtsWest 2018
Graphic Design and Illustration

SVP Seattle 2017
Graphic Design

Artist Trust 2016
Graphic Design

EMPLOYMENT HISTORY 2005-2016

CHILDREN'S BOOK ILLUSTRATOR, SEATTLE WA

October 2015 – January 2016

Layout and illustrated 20 page of storybook.

FREELANCE ARTIST, SEATTLE WA

May 2014 – Dec 2014

TRANSTREX

Logo Design and Visual Art for a start-up Drone Technology Company.

LEFTJET STUDIOS

Character designer for a mobile application that create customize animation.

MYTHTECH

Art Consultant and Concept Artist for a start-up gaming studio.

FREELANCE ARTIST, LYT GAMES, SEATTLE WA

August 2013 – Dec 2013

UI/ UX Designer for 3 mobile app games for iOS.
Collaborated and consulted with programming on
integrating the design using UNITY.

CHILDREN'S BOOK ILLUSTRATOR, SAN FRANCISCO CA

February 2013 – May 2013

Created concept art for the characters and illustrated a
40 page book.

FREELANCE ART CONSULTANT, IQBYTES, NEW YORK NY

October 2011 – May 2013

Art Directed and provided concept art for numbers of game.
Worked on UI/ UX design.

FREELANCE ILLUSTRATOR, MOONSHOT PRODUCTIONS, NEW YORK NY

July 2011 – October 2012

Storyboarded scenic design for a television show pitch.
Illustrated and animated a commercial for **L'Occitane**.

FREELANCE ARTIST, WHYNOCEROS APPS, NEW YORK NY

February 2011 – December 2011

Illustrated a children's book titled "**Flight of the Pamplemousse**"
for iOS which has been downloaded over 50, 000 times
and has been used in schools and designed company logo.

FREELANCE ARTIST AND DESIGNER, TWOCHOP, NEW YORK NY

August 2010 – July 2011

Illustrated and designed web based games.
Designed the UI for the games and web site.

FREELANCE ILLUSTRATOR, SUPER SPROWTZ LLC, NEW YORK NY

December 2009 – November 2010

Illustrated a series of four children's books.
Designed two web-based games related to the story.

GAME ARTIST, ARKADIUM, NEW YORK NY

April 2008 – December 2009

Created designs for original IP and client projects. Project includes designing the UI,
animation, and creating all the art assets.

Clients included, **ABC, History Channel, National Geography, Mattel, ESPN, AARP, HEARST, Adult Swim, My Lifetime, and Radica's UB FUNKEY.**

2D LEAD ARTIST, VECTORMAX, NEW JERSEY NJ

October 2006 – February 2008

Lead Artist for various 15-30 seconds commercial spots for both TV and mobile content.

BACKGROUND ARTIST, ANIMATION COLLECTIVE, NEW YORK NY

July 2006 – September 2006

Designed background assets for an original cartoon show called "**Skowd**".

COVER ILLUSTRATOR, RAGING PSYCHO COMICS, UNITED KINGDOM

September 2005 – December 2005

Illustrated the cover for a comic book series called "**NightWarrior Comics**".