

OBJECTIVE

Seeking full-time position in order to gain experience as a background artist and successfully problem-solve issues presented by the clientele while working in a fast-paced, gregarious community and progressively communicating with all people involved in projects.

EDUCATION

- **ART CENTER AT NIGHT**
Pasadena, CA August 2013
Entertainment Design Courses

- **GNOMON SCHOOL OF VFX**
Hollywood, CA March 2013
Entertainment Design Track
GPA 3.4

- **UNIVERSITY OF CALIFORNIA, IRVINE**
Irvine, California June 2010
B.A. Studio Art
GPA 3.24

SKILLS

TRADITIONAL

- Comfortable with exploratory sketching and initial composition sketches with Copic marker
- Quick pen sketching
- Use graphite and pastel for gestural drawings
- Can draw in multiple styles
- Can draw orthographics
- Comfortable with toned paper, newsprint, and carbon copying
- Airbrushing and masking

DIGITAL

- Comfortable with Adobe Photoshop in creating both stylized and realistic renders
- Can create different illustrations using layer masks and styles
- Photo-bashing when matte painting
- Compositing multiple images on a page to illustrate thought process and idea
- Graphic design and user interfaces using Adobe Illustrator
- Retouching images

EXPERIENCE

6 Seeds Studios

Ontario, California

September 2016 – Present

BACKGROUND/CONCEPT ARTIST

- Creates background compositions + layouts to be used by level designer for development of levels
- Provides input and direction into level design
- Constantly works with programming, art, music, story, and animation teams to bring project to full completion
- Designs assets individually, to be placed on layers

- Designs and digitally paints background assets for current videogame
- Helps design overall look for levels
- Designs color script for designated levels
- Assists in development of other areas of game (i.e. gameplay, character commands, story, concept design)

4th Dimension Entertainment, Age of Arcadia Comic

Ontario, California

July 2015– Present

ENVIRONMENT ARTIST

- Works as freelance artist
- Edits original sketch provided by company, in order to produce final piece
- Creates final linework to be used for coloring
- Brings image to full color
- Finalizes image for panel/page placement
- Makes revisions to image when requested by client
- Meets with client at least once a week for updates and reviews
- Adding further detail to image

- Creates work tailored (under CEO's direct supervision) to CEO's direct specifications
- Edits include fixing perspective, proportion, & adding additional elements not in original sketch (such as buildings and environmental assets)
- Designs & creates reference drawings such as maps and schematics to be used as reference for duration of project
- Adds in suggestions and creative input in order to enhance ideas, concept, and image, when requested
- Collaborates with CEO in order to bring image to owner's expectations

Project Daylight Saving, Board Game

Ontario, California

August 2015–December 2015

CONCEPT ARTIST

- Worked as a freelance artist for private client
- Created game board prototype and characters for test market
- Drew map and characters traditionally, final artwork drawn in Photoshop
- Carried one character to a full, finished sketch
- Communicated with client in-person to discuss project and carry it further
- Added revisions as needed, when requested by client

- Used client's initial sketches to create final board/map
- Designed and created all symbols and icons
- Created texture from scratch (i.e. took, cleaned, and sewed images)
- Finished sketch included 3/4 full body drawing, detailed face shot, action pose, and value study
- Researched various examples of maps and board games