



Cell: 713.653.4416

Email: romo3d@gmail.com

Portfolio: romo3d.com

Skills:

- Adobe Creative Suite
- Logo Design
- Digital Authoring
- 3D Modeling
- Typography
- Color Theory
- HTML/CSS
- Basic JQuery/Javascript
- Microsoft Office
- Windows/Mac
- Computer Assembly/Maint.
- Hardware/Software Troubleshooting

Education:

The Art Institute of Phoenix – Phoenix, AZ

Bachelor of Arts in Game Art & Design, June 2014

Experience:

Graphics Intern, Luminess Air

Jan. 2017 – Present, Stafford, TX

- I work as part of the graphics team assisting with creating and maintaining digital and print collateral for two major brands, including Luminess Air. My responsibilities include:
 - Touching up raw product shots in accordance with brand standards for digital and print collateral
 - Creating new and editing existing digital and print collateral including sell sheets, web ads, etc.
 - Assisting with creating brand designs and logos for new products
 - Running the live stream every week called “Live Chat with Luminess”

Shipping and Receiving Clerk – Key Holder, Munro’s Safety Apparel

Oct. 2015 – Jun. 2016, Deer Park, TX

Senior Game Advisor – Key Holder, GameStop

Jun. 2015 - Oct. 2015, Baytown, TX

Software Analyst/Game Tester, Digital Dream Forge

Aug. 2014 – Oct. 2014, Scottsdale, AZ

Student Projects, Art Institute

Mar. 2011 – June. 2014, Phoenix, AZ

- Worked as a 3D Modeler and Graphic Designer on several projects. The most notable include:

AnarKing, Artist and Game Designer

- Designed and created UI art as well as all logo and brand imaging
- Created presentation known as a Game Concept Document, designed for pitching the game’s idea to investors or developers. This document was used to accurately show the mechanics, art style and direction of the game in a concise and visually appealing way.

Assembly, Character/Environment Artist & Lead UI/Brand Designer

- Designed and created UI art for title screen, menus, and HUD elements.
- Also created all art, designs, and mockups for game and potential studio logos.

Network Switching Systems Operator, U.S. Army

Jul. 2005 – Dec. 2008