

Illustration-Game Development

Education:

Savannah College of
Art and Design

MA Interactive
Design & Game
Development

Savannah Ga 2022-2024

Savannah College of
Art and Design

BFA Illustration

Savannah Ga 2017-2021

Skills:

Software:

- Maya
- Unreal Engine 5
- Adobe 3D Substance
Painter/Designer
- Photoshop
- Illustrator
- After Effects
- Premiere Pro
- ZBrush
- Perforce

Technical:

- Agile
- 3D Modeling
- Texturing
- Set Design
- Prototyping
- Asset building
- Vector Illustration
- Prop and Character
Turnarounds
- Background Art

Languages:

Spanish
English

Work

Experience:

Co-Art Director CBSSports x ScadPro

-Co-directed the vision and concepts for a series of sports graphics for a major sporting event

-Developed the final 3d model, textures, and animations for one of the project's main deliverables

September- November 2023

Production Lead SCADPro x Lightspeed Studios

-Collaborated with Lightspeed Studios to develop a game concept

-Managed talent allocation, spearheaded presentation development, concept creation, and streamlined the organization of production assets

March -June 2023

Illustrator Listo Primax

-Developed the corporate character Calixta for the Listo store chain in Lima Peru

August 2022-November 2022

Lead Artist/Social Media Manager Verde Puro

-Designed a marketing strategy, and created various illustrations, social media posts in order to enhance brand engagement

December 2021-August 2022

Illustration/Concept Art Intern for Lunarfall Studios

-Created in-game illustrated assets and splash art for the "Mysterious Misadventures of Mollie and Mordecai"

December 2021-February 2022

Awards:

Imagination Studio Design Competition Best Guest Experience Award

Collaborated in a team of three people to create a resort experience based on the story of Peter Rabbit

December 2022

Magna Cum Laude Graduation Honors

Graduated the SCAD BFA Illustration program with a cumulative GPA of 3.88

May 2021