



# Rachel Marie Perez

Visual Development | Character Design

@ RACHELPEREZ@PM.ME

LINKEDIN.COM/IN/RACHEL-PEREZ-ART

RACHELPEREZ.ART

## SKILLS

### Digital

Photoshop  
Procreate  
Premiere Pro  
After Effects

### 3D

Maya  
Zbrush

### Communication

Organization  
Research  
Website Building  
Social Media Marketing

## EXPERIENCE



March 2023 -  
June 2023

**Illustrator**, *WorldSpark Studios, remote.*  
+ Book illustrations for 'Welcome to Sparkadia'



May 2021 -  
Dec 2022

**FL Character Design**, *Dreamworks Animation Television, remote.*  
+ Main character designs for unannounced tv-show pitchdeck, based in middle school setting.



April 2021 -  
July 2022

**FL Character Design**, *MoonDog Studios, remote.*  
+ Design pose sheet for main anamorphic mascot in various work situations.



Feb 2021 -  
March 2021

**FL Visual Development**, *Wowwee Toys, remote.*  
+ Illustrate a keyframe for a possible upcoming animated series based off one of Wowwee's Toy Lines.



Sept 2020 -  
Nov 2020

**FL Character Design**, *Disney Television Animation, remote.*  
+ Lead character designs and roughs for an unannounced animated tv series.



Aug 2020 -  
Oct 2020

**Mentee**, *Women in Animation: Mentor Circles - Andrea Goh (Pixar), remote.*  
+ 3-month group mentorship lessons on pushing importance in diversity and how we can openly impact our workplaces in a positive and eloquent way.  
+ Working along with various industry specialists, from staging and lighting to background and character design we discussed how our teams or we have been impacted by this era and how we can create a more hopeful future from it.



June 2020 -  
July 2020

**Mentee**, *RiseUp Animation Mentorship Program - Andy Bialk; Daniel López Muñoz, remote.*  
+ Individual one hour, one-to-one sessions with Andy Bialk and Daniel López Muñoz. Focusing on important aspects of working in character design as a specialist, and having a job in the industry vs. freelancing for studios.



Feb 2020 -  
Apr 2020

**FL Visual Development**, *Rollickin' Studio, remote*  
+ Visual Development and keyframe illustrations for pitch deck for an unannounced animated tv series



Mar 2019 -  
May 2019

**FL Concept Artist** - *Riot Games: Merchandising, Santa Monica CA*  
+ Design rough turnarounds, t-poses, and stylized poses and props for two champion figurines \*NDA



Nov 2018 -  
Jan 2019

**Concept Artist** - *2019 Walt Disney Imagineering Imaginations \*Semi-Finalist, Los Angeles CA*  
+ Design characters, props, and environments inspired by the Northern Lights.  
+ Create style guides and designs for presentation and co-wrote the main story to communicate direction.  
+ Organize timeline and schedule every week to help keep all teammates assets organized  
+ Research Norwegian history and culture for project development.

## EDUCATION



Aug 2017 -  
May 2020

**Otis College of Art and Design**, Los Angeles CA  
BFA in Digital Media  
Concentration in Game and Entertainment Design emphasis in visual development for animation.

Aug 2015 -  
May 2017

**Sierra College**, Rocklin CA  
Studio Arts Transfer  
Focus in illustration, digital painting, 3D modeling, oil painting, and figure drawing.