

ILLUSTRATION & VISUAL DEVELOPMENT

Illustrator experienced as a concept/visual development artist, toy designer and storyboarder. Inclined towards a playful & vibrant style in personal work, also adaptable to styles. A responsible team worker, keen on creative design & problem solving; always striving to learn and adapt to feedback.

SKILLSET Digital painting, vector illustration, environment and character design. Color and lighting. Perspective & Isometric drawing. Toy design.

PROGRAMS **Photoshop. Illustrator.** Storyboard Pro.

LANGUAGES Native **Spanish**, bilingual **English** and intermediate **French**

PROFESSIONAL EXPERIENCE

Mar 2022 – Sep 2023 **2D Artist**

@ **MOGUL GAMES** – Miami Florida, USA (Remote)

2d artist for the mobile game Coin Splash (iOs/Android); responsibilities included developing 2d isometric levels concepts, slot machines concepts, illustrated card sets & general 2d rendering using photoshop.

Mar 2017 – Sep 2021 **Illustration Manager Jr**

Jul 2016 – Mar 2017 **Illustrator**

@ **DISTROLLER** – Mexico City, MEXICO

Illustration team lead in charge of vector graphics for toy development, packaging, licencing art guides and audiovisual content .

Lead artist for the company's graphics rebranding from 2017-2021.

Nov 2015 – Jun 2016 **Storyboard assistant**

@ **ÁNIMA ESTUDIOS** – Mexico City, MEXICO.

Storyboard and animatics for Legend Quest, a Netflix Original Series.

Jul 2013 – Jun 2014 **Concept artist**

@ **PLOOP MX** – Guadalajara, MEXICO

Concept art for audiovisual advertisement projects.

EDUCATION

Sep 2011 – Aug 2015 **Bachelor's Degree in Animation, Digital Arts & Multimedia**

@ **UNIVA Universidad del Valle de Atemajac** – Zapopan, MEXICO

VOLUNTEER EXPERIENCE

Oct 2014 – Oct 2015 **Comic artist**

@ **UXLN Unión por los Niños** – Zapopan, MEXICO

Developed a 100 pages graphic novel as educational material for the non-profit organization for vulnerable children.