LETICIA TRUJILLO

MULTIMEDIA ARTIST & DESIGNER

CONTACT

(312) 599-9054

LATISH9922@YAHOO.COM

WWW.LETICIATRUJILLO.COM

PROFILE

Experienced Game and Multimedia Artist that has worked in a game industry environment and is versatile in both 2D and 3D design. Dependable, hard-working, diligent, punctual, and respectful individual.

SKILLS

- Photoshop
- Illustrator
- After Effects
- Adobe Suite
- Autodesk Maya
- Autodesk Mudbox
- Game Engine (Unity)
- Game Design
- Graphic Design
- Microsoft Office Suite
- OBS & Streamlabs
- Order Fulfillment
- Administrative Support
- Complaint Resolution
- Mac & Windows Operating Systems

EXPERIENCE

GRAPHIC DESIGNER AND ILLUSTRATOR
L.M. TRUJILLO | MAY 2016 - PRESENT

- Established on online sites (Redbubble and Society6).
- Used Photoshop and Illustrator to create 2D images and layouts for multiple projects.
- Final touches such as images sizes and font selection.
- Brainstormed ideas and images for gaming concepts.
- Consulted with clients to discuss commission ideas and style preferences to create mutually agreeable project parameters.

ASSISTANT SERVICE REPRESENTATIVE
PRISM CORPORATION | OCT 2018 - APR 2020

- Produced high quality finished printed materials including brochures, flyers, copies, four-color artwork and mailers.
- Prepared, calibrated and monitored printing machinery and consistently achieved daily targets.
- Entered customer interaction details in Excel.
- Assisted with design of print materials by producing basic layouts, selecting colors, and tracking down appropriate images.
- Proofed orders, securing client approval prior to production.
- Fielded customer questions regarding available merchandise, sales, current prices and questions on copying needs.

GAME ARTIST
CEISEL & ASSOCIATES INC. | SEPT 2013 - AUG 2014

- Collaborated with a team of artists, designers, and programmers on an interactive prototype for the John G. Shedd Aquarium.
- Created visual concepts through Photoshop.
- Implemented 3D modeled environment assets & character.
- Attended client meetings for game progression and updates.

EDUCATION

BACHELOR OF ARTS, GAME DESIGN & ART
COLUMBIA COLLEGE CHICAGO | 2010 - 2014
GPA: 3.78

SPECIALIZATION CERTIFICATE: GRAPHIC DESIGN
CALIFORNIA INSTITUTE OF THE ARTS | 2020 - 2020
COURSERA

SPECIALIZATION CERTIFICATE: UI / UX DESIGN
CALIFORNIA INSTITUTE OF THE ARTS | 2021 - 2021
COURSERA