

ARTEMISA MENDOZA

Designer / Animator

ABOUT ME

Designer and 2d artist with a passion for my craft. I love anything that involves art, education and children.

I've been working as a Designer, 2D Artist & Classical Animator for several projects, including Illustrations, ESL Books, Games and Educational Apps... and I love it!

SKILLS

Teamwork
Honest
Adaptable
Self-Motivated
Design
Game Art
Rigging
UI Design
Illustration
2D Animation & FX's
Bilingual (English/Spanish)

TECHNICAL SKILLS

Platforms: MAC/PC



OTHERS

Digicel FlipBook, Toom Boom, Painter, Photography, Basic CSS & HTML.

*Currently learning Blender, Unreal Engine and Substance.

WORK EXPERIENCE

2023-2024 PRODIGY EDUCATION

Part of the English game team as Animator III / 2D Artist for character and game assets

Games:
Prodigy English

2021-2023 GAZEUS GAMES

Concept and Vectorized Illustrations of Characters, Backgrounds, Props, UI, 2D Spine animation, 2D FX's & Rigging.

Games:
Yatzy Party
Netflix Dominoes Cafe
Dominoes Battle

2017-2021 BIBA VENTURES



Graphic design, Concept and Vectorized Illustrations of Characters, Backgrounds and Props, UI Design, 2D animation, FX's & Rigging.

Biba Games: Zombots, Treasure Hunter, Relay, Go Seek, Drive, Cops and Robbers, CollectoBots & Charades.

DHX: Teletubbies

Sony: Hotel Havoc, Hotel Cruise

RMDH: Butterfly Bonanza (Tags)

2016-2017 KEMOJO STUDIOS

Worked together with head animator to create an efficient pipeline for our department. I also worked preparing Assets, Rigging Characters, Rigging Fx's, Animation and preparing the sprite sheets for developers in an extremely fast paced environment.

Games: TapCats Iddle Warfare, BattleWack & Pocket Politics.

2012-2019 FREELANCE

I like working on interesting projects, so I've been busy on my free time doing everything from Illustrations, Design & Animation for several clients plus I am always working on my own projects.

ARTEMISA MENDOZA

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EDUCATION

2011 Vancouver Community College
Digital Graphic Design Certificate

2009 VANARTS
Diploma in Classical Animation

2007 UDLA Puebla, Mexico.
Bachelor Degree in Information Design

CONTACT



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Canada



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WORK EXPERIENCE

2015-2016 EXPRESS

I wanted to be more comfortable around people and have a different experience than just working on my drawings, so I decided to work part time for a year as a sales associate, where I learned so many valuable lessons regarding customer service and being efficient with my time.

2012 STARFISH COMMUNICATIONS

Illustration and Character Design.

2011-2012 SUPIKI-LINGUA COMM



I Worked doing Flash Animation, Lip Synching, Bg's, Rigging and Assets for several episodes for their web series "The NewComers", which were part of a package for their Conversation Speaking Practice App which had over 800,000+ downloads and was winner of W3 awards in the Education and Innovative/Experimental categories from the International Academy of Visual Arts in New York.

2010-2011 ACADEMY OF LANGUAGES AND TRAINING

Designed Stationary, Student card, Student Card Website, Brochures and Online Presentations.

2010-2011 WTCC-WORLD TRADE CANADA CORP.

Designed Stationary, Brochures and Presentations.

2006-2007 THE WORKSHOP

Design studio based in Puebla, Mexico. I helped developing Concept Art/Design, Client Research, Cutting and Printing.

2007-2009 MEXICAN SIGN LANGUAGE SCHOOL -MSL

Designed T-shirts, Logo and a series of books for children.