

# Angie Gomez

[AngieArt.com](http://AngieArt.com)

[beanycoffee@gmail.com](mailto:beanycoffee@gmail.com)

## Work Experience

### Freelance Artist

Feb 2014 to Present

- Rabbit's Foot Gaming: UX/UI Design
- Atrient: Game Design and UI Design
- 3lb Games: Concept art
- 5th Planet Games: Illustration for 2D art assets
- Pilot Games: UI design for Twitch broadcast layout
- Faygo: Graphic illustrations for website
- Lumba Inc: 3D modeling, texturing, and rendering
- Private Clients: Character concept art and illustrations

### RADD3

June 2015 to June 2017

#### 2D/3D Artist and UI Designer

- Model and texture 3D environment assets and implement them into the Unity engine
- Create concept art for characters and environment props
- Design 2D elements, user interface layouts, and animations

### 3DExcite

Sep 2014 to June 2015

#### Data Prep Specialist

- Analyzing and organizing engineering data for automobiles
- Storyboarded an interactive experience for an information kiosk
- Apply materials and shaders according to design documentation

### Sourcebits

May 2012 to April 2014

#### 2D/3D Artist

- Model and texture 3D environment assets and implement them into the Unity engine
- Create 2D assets for the user interface and level environments
- Adapt to multiple art styles dictated by the changing direction of the game

## International Academy of Design and Technology, Troy, MI

Dec 2009 to Nov 2011

#### Tutor: Photoshop, Art, 3D Programs, Math, and English

- Provided additional help to students outside of class on a 1:1 basis
- Communicated with students in order to teach on a personal level

## Software Skills

Adobe Photoshop	Unity 3D	Concept Art	Texturing
Adobe After Effects	Live2D	Environment Modeling	Illustration
Autodesk 3DS Max	UI Design	UV Layout	Storyboarding

## Education

### International Academy of Design and Technology, Troy, MI

*BFA Game Production* Oct 2008 to Nov 2011