

Angie Gomez

Concept Artist & Illustrator

AngieArt.com

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Shipped Titles

Vault of Stars (Early Access)

2021 | Freelance Concept Artist and Illustrator | 3lb Games

Aerial_Knight's Never Yield

2021 | Freelance Concept Artist | Aerial_Knight

Golden Treasure: The Great Green

2019 | Illustrator | Dreaming Door Studios

View-Master Discovery Underwater

2016 | Texture Artist, UI Artist, 3D Environment Artist | Radd3

Curio Quest

2014 | Character Color Artist | 5th Planet Games

Dawn of the Dragons

2013 | Icon Painter | 5th Planet Games

Skills and Software

Concept Art	Illustration	Storyboarding	UI Design
Hand Painted Texturing	2D Animation	Low Poly Modeling	UV Layout
2D Rigging	Procreate	Live2D	Blender
Unity	DaVinci Resolve	Adobe Photoshop	Autodesk 3DS Max

Work Experience

Freelance Artist

Feb 2014 to Present

- Aerial_Knight's Never Yield: Concept Art
- Dreaming Door Games: Illustrations
- 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

Lawrence Tech University

August 2018 to 2021

2D Game Art Teacher

- Instruct students on various techniques used to produce 2D art for the game industry
- Set up exercises and create lesson plans to help students strengthen their skills
- Do live demonstrations of techniques and assist students at an individual level

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

Education

International Academy of Design and Technology, Troy, MI

BFA Game Production Oct 2008 to Nov 2011