

# Angie Gomez

Concept Artist & Illustrator

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

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

## Shipped Titles

### ***Aerial\_Knight's We Never Yield***

2024 | Storyboard Artist | Aerial\_Knight

### ***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
Microsoft Office Suite	Affinity Creative Suite	Nomad Sculpt	Video Editing

## **Work Experience**

### Freelance Artist

Feb 2014 to Present

- Aerial\_Knight's We Never Yield: Cutscene Storyboards
- Aerial\_Knight's Never Yield: Concept Art
- Dreaming Door Games: Illustrations and Concept Art
- Tenorans: Concept Art and Illustration
- 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, Illustrations, and UI Design

## **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