

Guillermo Romero Jr.
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Portfolio: <http://www.polylover.com>

SKILLS

- Autodesk Maya - Modeling, Texturing, Rigging and Animation
- Adobe Photoshop - Texture Creation and Concept Art
- Concept Art - Traditional Media to design character, creature, costume and props

EXPERIENCE

Santa Cruz Games (Lead Artist) October 2006 – April 2009

- * Responsible for sprite creation, clean-up and implementation, as well as level layout, design and scripting for various 2d games including platformers and adventure style games for TV Games platform
- * Created concept art, 3d models and animation for various tech and game demos developed in house
- * Started as a General 2d/3d Artist and worked my way up to Lead Artist before company closure

Tomo Software (General 3d/2d Artist) February 05 – February 06

- * Responsible for all concept art, modeling, unwrapping, texturing, rigging and posing of all 3d elements for a Sora City, a pre-rendered graphic based MMO for the cell phone.
- * Responsible with keeping all the new art unified to retain the look and feel of what was previously established by the prior artist
- * Worked closely with the game designer in helping develop new game play ideas

Cyberploc Studios (Freelance Concept Artist) 2003

- * Created creature designs for a commercial pitch to Sony for a PS3 commercial. Consulted extensively with the director to make sure he got what he wanted by providing various sketches, finished line drawings and color comps.
- * Created character concepts and ideas for a series pitch to Disney. Worked closely with the director to define the look and feel of the show.

Bluespark Studios (Freelance Concept Artist) JUL02

- * Created box art concepts for Tao Feng(Xbox). Worked closely with the art director to work out different composition, lighting and general layout issues to come up with a design that worked.

Spartacus Publishing, LLC. (Freelance Illustrator) MAY02

- * Created several black and white illustrations for a table-top RPG rulebook.

US Army (Team Leader) SEP96-DEC99

- * Led a team of three soldiers into several field exercises to set up, guard and maintain communication networks where essential skills were learned such as leadership, teamwork, multi-tasking, efficiency and working under constant pressure
- * Received Army Commendation and Army Achievement Awards

EDUCATION

The Art Institute of California, Los Angeles - Graduated in March, 2005. Bachelor's of Science in Computer Animation Trained under various industry professionals and learned the finer points of various theories about how things work and why with programs such as Photoshop, Maya, 3DS Max, Flash, and After Effects.