

Guillermo Romero Jr.
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Skills

Autodesk Maya : Character and environmental modeling and texturing, lighting, rigging, and animation

Adobe Photoshop : Concept art, photo-manipulation, sprite art, HUD and GUI design

Analog Art : Ink and nib washes, charcoal, markers

Experience

Addmired INC. (Game Artist) July 2010 – June 2011

- Design UI elements for two of our leading titles
- Create items to be used in game
- Mockup and implementation of UI elements in Xcode
- Concept new game and gameplay ideas in Photoshop

Santa Cruz Games (Lead Artist) October '06 - April '09

- Started as a General 2d/3d Artist and worked my way up to Lead Artist before company closure
- Art Directed two shipped titles near the end of my tenure
- Responsible for sprite creation, clean-up and implementation, as well as level layout, design and scripting for various sprite based games
- Created concept art, 3d models and animation for various tech and game demos developed in house

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 mobile devices
- Responsible with keeping all the new art unified to retain the look and feel of what was previously established by the prior artist

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) September '96 - December '99

- 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 - Signed up after a medical termination from the Army and Graduated in March of 2005. Earned a Bachelor's Degree in Media Arts and Animation. One of the founding members of "Game Wizards" which was a game development focused group of Animation and Game Design students led by faculty with previous industry experience. We built various mods for the Unreal Engine. My area of expertise during handling prop and environment art.