

JENGY GOMEZ

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SUMMARY

Video games are my life, and I have worked in the industry for over 4 years chasing my dream of making fun and beautiful games.

HIGHLIGHTS

- MAYA
- PHOTOSHOP
- HEADUS UV EDITOR
- TOPOGUN
- VERTEX CHAMELEON
- ZBRUSH
- TRADITIONAL ART AND ANIMATION
- HAND PAINTED AND REALISTIC TEXTURES
- MODELING
- TEXTURING
- PROPS
- 3D BACKGROUNDS
- SIMPLE RIGS AND ANIMATIONS

ACCOMPLISHMENTS

- 4 Years Experience in Game Industry
- Experience on 13 professional game projects

EXPERIENCE

12/2014 -

Artist

ZACHTRONICS — Redmond, WA

Creating new assets, giving feedback to outsourcers, creating simple rigs and animations, modeling props and environment textures.

05/2014 to 12/2014

Artist

Glu Mobile — Bellevue, WA

Created guns, enemy models, and reskins for the Dino Hunter game.

09/2012 to 01/2014

Art Overlord

Blocklight LLC — Duvall, WA

Created all assets for independent game, from concept to model, texture, simple rigs, animations, and UI.

12/2010 to 08/2012

Artist

Griptonite Games — Kirkland, WA

Started as an intern, then later became a full-time employee, doing various things such as props, backgrounds, and simple animated objects.

12/2006 to 08/2011

Technical Support / Customer Service Representative

Nintendo of America — Redmond, WA

Answered thousands of phone calls about throwing your Wii remote at the TV.

EDUCATION

2011

Bachelor of Fine Arts: Production Animation

Digipen — Redmond, WA