

# JENAFER CRUZ

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## Professional & Technical Qualifications

- 7+ years of digital illustration using Adobe Photoshop
- Formal training in Autodesk Maya and 3D Studio Max
- Experience with Adobe Illustrator
- 5+ years of character illustration for local and international clients
- 2+ years of storyboarding experience for animated productions and cinematics
- Experience with animation and game design pipeline collaborating with small teams
- 2+ years experience with preproduction concept work
- An understanding of the 3D modeling process for environment and props
- Additional knowledge of Clip Paint Studio, Flash, and Sai

## Career History

### **Red Hook Studios, Contract - Remote**

Dec. 2015 – Jan. 2016

*Concept Artist - Darkest Dungeon*

- Conceptualize and illustrate iconography for steam achievements.

### **Roll20.net, Remote**

2014 – 2015

*Asset Artist*

- Create game assets including: monster tokens, player tokens and props for site store
- Gauge community needs by actively interacting with users on the forums

### **Freelance Illustrator, Remote International**

2011 – Present

- Work closely with local and international clientele
- Present creative conceptual ideas based on project specifications and limitations
- Live stream painting sessions to collaborate one-on-one with the client
- Use extensive knowledge of color, composition, and light to create worlds and scenes.

### **Hailey Woodruff (Musician) , Brea CA**

Feb. - April 2013

*Storyboard Artist - Solace in a Nightmare*

- Conceptualized and boarded cinematic sequences for music video
- Worked directly with animator for timing of action

### **Manneristic Studios, Remote**

2009 - 2010

*Concept Artist/Illustrator*

- Digitally painted key plot points in the story, chapter art, and book cover
- Created reference material for production and character design

## Educational Preparation

### **Laguna College of Art and Design**

2010 - 2011

Bachelors of Science – *Illustration with Fine Art Emphasis*

Fine Arts and illustration coursework completed

### **The Art Institute of California - Inland Empire**

2006 - 2009

Bachelors of Science - *Game Art & Design*

Digital, traditional, and 3D modeling courses completed