

Contact Information:

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Game and Digital Artist

Crystal Martinez Valdez

Education

University of California Santa Cruz,

Bachelor of Art and Design: Games and Playable Media, Jun. 2018

Work Experience

Game Development Experience, UCSC Published Game: "Epilogue: The Aftermath"

Full time Artist: 2D Art, Digital Illustrations, 2D Animation

Apr. 2017 - Jun. 2017

Knowledge obtained: Self-management, Team Organization, JavaScript, 2D Art, and storyboarding. Check out the game:

<https://nguyenlong180.itch.io/the-aftermath>

Game Design Senior Project, UCSC Published Game: "Lift"

Full time Artist: Concept Art, 3D Modeling, Skelton Rigging, 3D Animation

Jan. 2017- Jun. 2017

Knowledge obtained: Time management, team organization, team collaboration, and learning concepts on my own: 3D Modeling, 3D Animation, and Skelton Rigging. I happened to be the only artist on this team, so I took it upon myself to learn concepts I had no experience with. Check out the game: <http://liftgame.weebly.com/>

Game Design Senior Project, UCSC Published Game: "Writer's Block"

Artist: Concept Art, Pixel Artist, 2D Illustrations, Game Design

Jun. 2017 – Jan. 2020

Knowledge obtained: Time management, team organization, team collaboration, and learning how to create pixel art. Served as the artist lead while working on art for the game. Please check out the demo at <https://nguyenlong180.itch.io/writers-block-demo>

Technical Skills

- Concept Art
- Digital Illustration
- 2D Art
- Design Strategies
- Sketching
- Some Experience with 3D modeling
- Storyboard
- Some exposure to 3D Animation
- Fine Arts
- JavaScript

During school I mostly focused on creating different kinds of artwork/sprites for games such as, 3D Modeling, Animation, Pixel Art, and etc. I enjoy meeting and working with people that share my love for art in games and other types of media. I am always eager and willing to learn something new that will further develop my artistic abilities.