

# Lorena Ponce

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815 11<sup>th</sup> St Rock Island, Illinois 61201

Home: 309.788.4650

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lorearts.weebly.com

To Whomever it May Concern,

I've obtained my bachelor's degree at the Illinois Institute of Art – Chicago in Game Art and Design. I love art, I love drawing, and I would like to apply as an Artist to a studio.

I am ready to apply my conceptual art, illustration, and 3D asset modeling skills to the creative needs of the studio. I love the challenge of adapting to a wide range of art styles. I find motivation in the artwork being produced by others and I would thoroughly enjoy working in the company of other artists. Through my education, in addition to the technical skills illustrated on my resume, I have had an opportunity to experience the pipeline process and understand the importance of organization, responsibility, and teamwork to a studio's success. I bring a positive attitude to the work environment and am more than willing to work long hours to complete a job. I look forward to learning and growing within the studio environment. I work well with others and find motivation within a team but am able to work by myself if need be.

Thank you for your time in reviewing my materials. Please feel free to contact me with any questions.

Sincerely,

Lorena Ponce

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## **Objective:**

To apply my technical art skills, and adapting a wide range of art styles, to the creative needs as a Concept Artist to the studio.

## **Education:**

### **The Illinois Institute of Art – Chicago**

Bachelor of Fine Arts in Game Art & Design

2008-2010

### **Black Hawk College**

Associate of Fine Arts

2005-2008

## **Skills:**

Concept Art

Adobe After Effects

Life Drawing

Traditional /Digital Painting

Microsoft Word

Autodesk Maya

Adobe Photoshop

Storyboarding

Bilingual: Spanish – English

## **Related Experience:**

### **Free Lance**

July 2009 - Present

- *Concept* - created character sheets for modeling
- *Colorists* - flat colored pages for Lonely Robot Comics

### **Environment Modeler (Contract)**

April 2010 - June 2011

Forever Interactive

Wisconsin

- Created Low poly environments

### **2D Cinematic Artist (Contract)**

July 2010 - February 2011

Hazardous Software

North Carolina

- Created Art assets for in-game cinematics

### **Free Lance Asset Modeler**

March 2010

Little Genius Games

Chicago, IL

- Created a couple low poly model assets for Little Genius Games

### **Summer Art Intern**

2003-2006

Quad City Arts

Rock Island, IL

- Created art as work-for-hire, including: art for graphic novel; illustrations for children's book; mural painting; portrait paintings
- Worked as part of a creative team

## **Work Experience:**

### **Para Professional**

Moline, IL

Illinois School District

July 2010- present

- Helping students with Social Coping Skills, Autism, and Sever Profound Life Skills
- CPI trained

### **Teacher Assistant- Intermediate Animation**

Chicago, IL

Illinois Institute of Art

Nov-Dec 2009

- Helped students with rigging characters, particularly IK/FK set-ups and facial joint rigging
- Gave miscellaneous help on animation when asked to look over animations

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## References

Mike Hovland

Technical Artist

Incredible Technologies

773-263-5222

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John Neumann

Principle Software Engineer

WMS Gaming Chicago

679-572-6468

john@animateshmanimate.com

Alex Damarjian

High Voltage - Character Artist and Contract freelance

Illinois Institute of Art - Schaumburg & Chicago : Game Development Professor

a.damarjian@gmail.com

Vikki Hrody

Illinois Institute of Art - Chicago : 3d Modeling, Material, and Lighting Professor

708-698-1680

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Eric Rampson

Lonely Robot Comics : Writer

312-777-8564

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Eric Zalas

NeatherRealm Studio - Animator

708-228-9385

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Marc-Andrew Soehl

Illinois Institute of Art Chicago- Animation Instructor

847- 942-5685

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Kim Berry

Black Hawk Area Education Center - Intermediate Training Mentally Handicap Educator

309-738-0129

Sheila Puls

Black Hawk Area Education Center - High School Social Coping Educator

309-944-6576

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