

MICHELLE VARGAS

2D Flash and Digital Artist

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Professional Pursuit

To apply my skills as a **2D Flash & Digital Artist** by putting expert knowledge of Photoshop, Illustrator and traditional art training to work in Flash for the web, phone, & production art. Specialized in creating character art, environments, and UI assets. Enthusiastic to support the game industry and be a stellar team collaborator & resource.

Skills

- Adobe Photoshop
- Flash
- Illustration / Traditional Art
- Digital Painting
- Self Motivated
- Communication
- Illustrator
- Graphic Design
- Vector Art
- Pixel Art
- Multitasking
- Working under tight deadlines

Experience

2D Flash Artist (Contract), First Post Studios, CA (2010 – present)

Concept design, taken from text requests. Digital art production from approved concepts in multiple styles over various projects & platforms.

Freelance Illustrator, Ayce.nu, CA (2002 – present)

Create original character images from reference and written specification in Photoshop and Painter, maintaining excellent process communication and short turn-around time with excellent communication.

QA Web Specialist, Sony Online Entertainment / Wired Talent, CA (2008 - 2009)

Point of contact for in-game QA to website program teams. Supported teams by keeping up-to-date documents, test plans, & bug reports that promoted better multi-team communication and workflow.

Education

The Art Institute of California – San Diego, CA (2003 - 2007)

Bachelor of Science in Game Art and Design

Digital Painting Workshop, CA (2007)

Don Seegmiller

Mira Costa College, CA (2010)

Web Development and Design Student