

# NATALEE MARTINEZ

2 D A R T I S T | I L L U S T R A T O R | A N I M A T O R

R E N O , N E V A D A U S A

N A T A L E E . M A R T I N E Z 3 2 3 @ G M A I L . C O M

## Experience

### Senior Game Artist

Aug 2022 – Present

### Game Artist

Dec 2019 – Aug 2022

### Freelance Background Artist

October 2021

### Associate Graphic Designer

Sept 2019 – Nov 2019

### 2D Game Artist

Feb 2019 – Aug 2019

### Illustrator

Feb 2018 – Aug 2018

### Animation Assistant

March 2018 – May 2018

#### ● Light & Wonder | Reno, NV

- Creating concept and animations for multiple digital slot games.
- Communicating between engineer and designer to package assets in the most efficient manner.

#### ● Dreamworks Animation | Glendale, CA

- Created backgrounds for a Pre-K TV show pitch.

#### ● Senegence International | Foothill Ranch, CA

- Assisted in creating and executing concepts from scratch while working closely with the marketing and communications team to ensure the design meets the Senegence brand standards.
- Created assets for social media and public site, such as: Web/Mobile Banners, RSS and Eblast.
- Assisted in photo editing and photography retouching.

#### ● Loot Kit Studios | Chicago, IL

- Created and animated 2D assets (characters, background, UI, text, graphics, etc.) for an upcoming mobile game.
- Worked closely with the team of Programmers and Developers to implement UI and game assets.

#### ● Nanopuppet | Los Angeles, CA

- Designed stationery, greeting cards and illustrations from concept to completion.
- Worked with the engineer team to create, troubleshoot, and resolve design limitations with the tech, that is constructed using muscle alloy to mimic organic motion.

#### ● Bang Zoom! Entertainment | Burbank, CA

- Interned as an assistant in creating VFX + color correction for an upcoming 3D animated TV series.

## Education

### Laguna College of Art + Design

Laguna Beach, CA

### Bachelor of Fine Arts in Animation

August 2009 – May 2014

## Skills

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Spine
- Toon Boom Harmony
- Perforce
- Unity
- Jira
- Autodesk Maya