

EFRAIN FARIAS

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<http://districtsquare.com>

OBJECTIVE To work as 2D artist in an exciting environment with a fun and motivated team of creative individuals.

- SKILLS**
- ❖ Creature, character, and prop design
 - ❖ Vector graphics and animation
 - ❖ Painting and Illustrating in digital media
 - ❖ Software: Flash CS5, Photoshop CS5, Illustrator CS5

EXPERIENCE **Flash Artist** **January 2012 ~ Present**
Grab, LLC

- ❖ Designed various slot machine themes for iOS/Android apps Grab Money Slots and 777 Slots
- ❖ Character, user interface, and icon designs for an upcoming fantasy game on iOS

2D Artist **May 2011 ~ October 2011**
Meteor Games, LLC

- ❖ Created vector art assets from concept to finish for use in the popular Facebook game "Island Paradise"
- ❖ Animated a variety of props and characters in Adobe Flash CS5
- ❖ Worked within the confines of the style guide and technical limitations to create optimized and aesthetically pleasing designs

Concept Artist **July 2010 ~ April 2011**
Intrinsic Games, LLC

- ❖ Created concept art for characters and battle units for a real-time strategy game for the Nintendo DSi platform
- ❖ Designed environments and props for a mobile platform setting
- ❖ Collaborated with art director and game designer to create usable art assets

Freelance Work **May 2009 ~ Present**
Various Clients

- ❖ Color stylist for upcoming internet short "Bee and Puppocat" with Frederator Studios
- ❖ Vector Icon designs for undisclosed project with Sprite Animation Studios

EDUCATION **Concept Design Academy** **2011**
Courses and workshops in human and animal anatomy

Fullerton College **2009 ~ 2010**
Major: Fine Arts, Illustration

Mt. San Jacinto College **2007 ~ 2009**
Major: Fine Arts

References available upon request