

# GARY GONÇALVES

VISUAL DEVELOPMENT ARTIST

## PROFESSIONAL SUMMARY

I am a self motivated goal oriented Illustrator, focusing on concept art and visual development. I have always loved games, animation and film from and long as I can remember and have a distinct passion for telling stories with compelling visuals. I excel when working in fast paced environments on a variety of projects where I can take on new and exciting challenges. I am a good communicator who is able to offer and absorb constructive feedback in a professional and conscientious manner always looking forward to working with and learning from new artist and developers.

## CONTACT

[garyg416@gmail.com](mailto:garyg416@gmail.com) • Santa Clara, CA

## PORTFOLIO

[ironshirtcreative.wix.com/ironshirtcreative](http://ironshirtcreative.wix.com/ironshirtcreative)

## WORK HISTORY

### IRON SHIRT CREATIVE *Freelance Artist*

- Creating Visual Development art for game, animation and film projects.  
*San Jose, CA June 2017-Current*

### TINY CO. *Game Artist Contract*

- Creating Vector Art assets from concept to production phase.  
*San Francisco, CA Apr 2017-June 2017*

### STORM8 *Game Artist*

- Creating visual development art for mobile game concepts.
- Execute projects from concept to finalized in game asset.  
*Redwood Shores, CA Feb 2011-Feb 2017*

### SGN *Game Artist*

- Creating visual development art for mobile game concepts.
- Execute projects from concept to finalized in game asset.  
*Redwood Shores, CA Jan 2009-Feb 2011*

### SPARTOON FILMS *Production Artist*

- Completed various concept art and animation projects.
- Worked in many different roles within an animated film pipeline.  
*Redwood Shores, CA May2008-Oct 2008*

## EDUCATION

SAN JOSE STATE UNIVERSITY  
Animation and Illustration BFA  
2003 – 2007

### ACTIVITIES

Shrunken Head Man animation club member.  
2003 - Present

## KEY SKILLS

Concept Art  
Set Design  
Background Design  
Storyboards  
Illustration  
Character Design  
Prop Design  
3D Generalist

## REFERENCES

### PROFESSIONAL

**Susie Green** *Art Director at Storm8*

**Howard Shin** *Art Director at Hobo Labs*

### PERSONAL

**Chris Carranza** *Lead 3D Artist at Sunzuru*

**Jon Bodenshot** *Lead Artist at IGT*