

GARY GONÇALVES

Visual Development Artist

Email: garyg416@gmail.com | Location: Santa Clara, CA

Portfolio: www.artofgaryg.com

Professional Summary:

Passionate creator with proven, in-depth knowledge of art and animation production. Mastery of technical art skills in various media types including games, animated film, and marketing collateral. Deep appetite for storytelling through compelling visuals, well-versed in project management, and experienced as a team lead.

Expertise:

Concept Art, Game Development, 2D/3D Art, 2D/3D Animation

Technical Skills:

Photoshop, Illustrator, Adobe Animate, Adobe After Effects, Maya, ZBrush, Unity, Unreal

Work Experience:

Senior Artist, Age of Learning

Los Angeles | Dec 2021 – Sept 2022

- Doubled game art output by implementing streamlined processes and optimizing team workflows, significantly enhancing productivity and meeting tight deadlines.
- Spearheaded the creation of activity designs, prototypes, and assets for E-learning products, contributing to a 25% increase in user engagement.
- Defined artistic goals for 2D and 3D designs, led cross-discipline brainstorming meetings to refine visual identity, and contributed to enhancing product aesthetics and appeal.
- Established and implemented efficient pipelines that aligned with aggressive deadlines, resulting in a 30% improvement in project delivery timelines.
- Provided key support to marketing campaigns, elevating brand recognition and audience engagement through compelling artwork.

Motion Artist (Game Artist) III, Amazon

Seattle | March 2021 – Dec 2021

- Contributed to creating interactive experiences for "Amazon Glow" using extensive game production experience.

Freelance Artist, Self

San Jose, CA | June 2017 - Current

- Managed visual development, concept, UI, animation, and VFX for various game, animation, and film projects.
- Collaborated with outsourced and in-house development teams.

Senior Artist, Game Show Network

Palo Alto, CA | Aug. 2017 – Aug. 2019

- Oversaw art creation and implementation for new game features, resulting in a 40% increase in user retention and a 20% rise in revenue for the studio's flagship game, Solitaire TriPeaks.
- Streamlined development processes by managing internal and external artist teams across multiple games, reducing production time by 25%.
- Played an integral role in the concept and visual development of the new match-three game, Brunch Crunch Buddies Blast, contributing to its successful launch and positive reception.

Game Artist (Contract), Jam City

San Francisco | Apr. 2017 – June 2017

- Produced vector art assets for mobile game "Family Guy: The Quest for Stuff," contributing to a 15% improvement in visual quality and immersion, aligning with established IP guidelines and maintaining brand identity.

Game Artist, Storm8

Redwood Shores, CA | Feb. 2011 – Feb. 2017

- Created art for top-rated mobile games, trained outsourced teams, and executed projects using various design tools and game engines.

Game Artist, SGN

Palo Alto, CA | Jan. 2009 – Feb. 2011

- Developed art assets for mobile games from concept to finalized in-game assets using traditional art skills and design tools.

Production Artist, Spartoon Films

San Jose, CA | May 2008 – Oct. 2008

- Internship involved creating character, environment, and animation assets for a full-length flash animated feature.

Education:**San Jose State University**

Bachelor of Fine Arts (BFA) in Animation and Illustration, 2003-2007

Additional Education and Activities:

- Active Member: Shrunken Head Man Animation Club
- StoryBoardArt.org
 - Story Board Art Mentorship with Sergio Paez and Nick Sung, July 2020 – Oct 2021