

GONZALO ALVAREZ

ILLUSTRATOR, GAME DESIGNER, CHARACTER ARTIST

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EXPERIENCE

Macua Studios/Emmanuel Valterria - Codex: The Mictlan **2018 - PRESENT**

Animator and Artist

Led a 3 man team to collaborate with freelance illustrator Emmanuel Valterria. Responsible for producing animations, character designs, and aiding in art direction.

Macua Studios - Paleo Hunter **2016 - 2017**

Director and Artist

Led a 4 person team to create a game prototype. Responsible for art direction, animation, UI elements, backgrounds, game design, character designs sheets, and game assets.

Macua Studios - Borders **2016 - 2017**

Director and Artist

Led 3 person team to create an art game that went on to exhibit internationally at Sheffield Doc/Fest 2017 and Indiecade Showcase @ E3 2017. Created all the marketing graphics, game design, animations, pixel art, and art direction.

Gonzzink - The Legend of Polloman **2017-PRESENT**

Writer and Artist

Created storyboards, art direction, graphic elements, concept art, website and character designs for comic book series producing a 32 page comic.

SKILL SET

-Advanced Photoshop

-Graphic Design

-Illustration

-2D Animation

-Art Direction

-Visual Development

-Character Design

-UI Elements

-Turnarounds

EDUCATION

LAMAR UNIVERSITY Beaumont, TX - BFA Drawing **2012-2017**

2016-2017 - Vice President/Co-founder of student group with focus on extended education.