



Alex Pascual

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Traditional visual artist with strong visual and design skills as well as digital media and computing skills.

SKILLS

- Photoshop, Illustrator, After Effects, Maya, InDesign Audition
- Visually creative and eye for design
- Character animation and Motion GFX
- Flexible adaptable to changes
- Quick to learn internal/proprietary software
- Able to assess and meet productivity goals
- Able to maintain steady pace while keep a sense of urgency

EMPLOYMENT

Aug 2016 - Sept 2018

Big Fish Games: Graphic Designer II

- Utilized and enhanced game dev art to create visual marketing assets for mobile apps and games
- Developed appscreen workpipeline
- Created and maintained Photoshop templates for marketing assets; including, but not limited to the utilization of art-boards, smart-objects, asset-generator, and PS actions
- Created seasonal sale marketing assets
- Worked in tandem with mobile web development team; creating the assets for their web content

April 2016 - Aug 2016

Randstad contract for Google: Visual Data Specialist

- Utilized independent GIS software
- Deciphered and manipulated visual data into comprehensible vector-based imagery
- Updated spreadsheet databases
- Worked within teams alongside other operators to achieve common tasks and goals

Dec 2014 - Dec 2015

Fogland Studios: Junior Screen Printer

- Assist senior printers in key stages of production pipeline and public events
- Implement both digital and traditional techniques
- Learn and maintain organization of shop and materials
- Produce personal and collaborative works with studio

April 2013 - present

alexpascualart: Mural Art

- Engage and collaborate with client base
- Noted murals: Google, House of Matriarch Perfumery, Georgetown Street Festival, Greenwood Youth Outreach

Oct 2013 - Jan 2014

Flexasoft: 3rd Party Contractor - Game Tester

- Work in teams to quality control console hardware and software
- Familiarized and debugged user interfaces
- Utilize basic spreadsheet operations and data entry

April 2011 - April 2013

Randstad contract for Google: Visual Data Specialist

- Utilized independent GIS software
- Deciphered and manipulated visual data into comprehensible vector-based imagery
- Updated spreadsheet databases
- Worked within teams alongside other operators to achieve common tasks and goals

April 2010 - Dec 2010

Luximation Films: 3D Modeler/Animator

- Created 3D environments for The Clockwork Girl animation
- Organized set pieces into production pipeline
- Cleaned MOCAP data into character rigs for body animation
- Hand keyed facial animations
- Created and animated logo designs for production
- Edited and compiled videos for featurettes

Dec 2009 - Mar 2010

Frogchildren Studio: 3D Modeler/Multi-Media Artist

- Concept and development; XBOX 360/ESPN Dashboard
- Created concepts and 3d models; Disney Toontown (online MMO)
- Effects and compositing; F5 Networks (internal marketing video)
- 3D and page layout; Mighty-Mighty Monsters (comic book)
- 3D modeling and pre-production; The Clockwork Girl (animation)

Fall 2009

Blzkid\$ - PBS Television

- Wrote and edited script ideas for television production
- Attended roundtable discussions to improve show content

EDUCATION

2009

- B.A. - Media Arts and Animation
The Art Institute of Seattle

2003

- Traditional Arts - Oil Painting
The Evergreen State College