



# ALEX PASCUAL

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## Animator, Digital Illustrator, & Graphic Designer



### WORK EXPERIENCE

#### Big Fish Games: Graphic Designer II Aug 2016 - Sept 2018



- Utilized provided studio art to create web marketing assets for mobile apps and games.
- Designed marketing templates and created workflow for the in-house on line shopping experience.
- Created seasonal sale marketing assets.
- Worked in tandem with the web development team.
- Developed appscreen workpipeline.

#### Frogchildren Studio: 3D Modeler/ Multi-Media Artist



Dec 2009 - Mar 2010

- Concept and development; XBOX 360/ESPN Dashboard.
- Created concepts and 3d models; Disney Toontown.
- Effects and compositing; F5 Networks.
- 3D and page layout; Mighty-Mighty Monsters.
- 3D modeling and pre-production; The Clockwork Girl.

#### Google Maps: Visual Data Specialist April 2016 - Aug 2016 April 2011 - April 2013



- 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.

#### Fogland Studios: Junior Screen Printer Dec 2014 - Dec 2015



- 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.

#### Luximation Films: 3D Modeler/Animator April 2010 - Dec 2010



- 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.

### SKILLS



Photoshop	●	●	●	●	●
Illustrator	●	●	●	●	●
After Effects	●	●	●	●	●
Spine	●	●	●	●	●
Adobe Animate	●	●	●	●	●
Audition	●	●	●	●	●
Indesign	●	●	●	●	●

- 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.

### EDUCATION



- B.A. - Media Arts and Animation  
The Art Institute of Seattle
- Traditional Arts - Oil Painting  
The Evergreen State College