

Iliana Alvarez

Senior Game Artist

ilianart.com

Fremont, CA

(510) 565-0187

ialvarez.art@gmail.com

EXPERIENCE

Senior Game Artist, Production — Scopely / GSN Games

Full-Time · Remote · Jun 2020 - Oct 2024

- Prepared, implemented, and optimized art assets, built prefabs, built sequencing timelines, fitted game features for engineers to integrate game functionality within Unity.
- Maintained asset organization, naming conventions, and consistency across projects.
- Produced detailed and creative concept art to guide the visual direction, narratives and animations for the game.
- Designed UI/UX elements and marketing materials.
- Created 2D and 3D animations in Maya and Unity, ensuring animations were smooth, engaging, and aligned with the game's visual style.
- Collaborated with game designers, artists, and engineers to design and implement game features, and iterated on those features based on feedback and testing.
- Polished and adjusted art assets for maximum visual appeal, clarity, and performance.
- Proactively flagged potential issues (memory, performance, scalability) and suggested solutions.
- Provided feedback and guidance to junior artists and was open to criticism and growth from the team.

Marketing Artist, UA — GSN Games

Full-Time · San Francisco · Jun 2019 - May 2020

- Created highly effective static advertisements and videos.
- Edited and optimized creatives on an on-going basis to drive results.
- Worked closely with stakeholders in the User Acquisition team to produce strong ad creatives that drove results.

Graphic Designer — AOPEN

Contract · San Jose · Jan 2019 - Jun 2019

- Developed innovative and impactful design solutions for marketing

PROGRAM EXPERTISE

- Adobe Suite
 - Photoshop
 - Illustrator
 - After Effects
 - Premiere Pro
 - Media Encoder
 - Lightroom
- Unity
- Autodesk Maya
- Figma
- Google Suite
- Microsoft Office
- Midjourney
- ChatGPT
- Perforce
- Jira

SKILLS

- High attention to detail
- Excellent Organizational Skills
- Strong communication
- Collaborative Spirit
- Always open to feedback and improvements
- Brainstorming
- Thumbnails
- Storyboarding
- Concept Art
- Motion Graphics
- Video Editing
- 3D Animation
- Unity Prefab/Feature Game Building
- Problem Solving
- Using the Internet to Find Solutions
- VFX
- 3D Modeling

materials such as: digital emails, promos, site banners, and print signage.

- I worked directly with marketing managers to build a library of promotional materials.

Lead Instructor (3D Modeling & Animation & 3D Printing) — iD Tech Camps, Alexa Café

Contract · On-site · **May - Aug 2018**

- Responsible for teaching week-long classes (of either 3D modeling and animation or 3D printing) to a class of around three to nine students.

Student Work – MediaWorks and ProjectX Studios:

3D Animator

Student · San Jose · **Jan - May 2018**

- Animated biped main characters, cameras, and vehicles to deliver convincing and impactful performances, while maintaining consistency in performances between scenes.
- I was completely comfortable receiving and giving creative feedback and collaborated closely with the lead and art directors.

Project Manager and 3D Animator

Part-Time · San Jose · **Oct - Dec 2017**

- Managed deadlines, responsibilities, and delivery of assets.
- Reported to and collaborated with the directors and audio team.
- Animated entire scenes, and layout of small objects.

Project Manager and Motion Graphics Artist

Part-Time · San Jose · **Aug - Oct 2017**

- Managed deadlines, responsibilities, and delivery of assets.
- Reported to and collaborated with the directors and audio team.
- Animated vector assets in After Effects

Visual Development Artist, 2D Animator

Volunteer · San Jose · **Mar - May 2017**

- Developed storyboards, delivered background designs, and animated 2D characters for Walu International promotional video.
- Collaborated with a small visual and audio team.

Visual Development Artist, 3D Animator

Volunteer · San Jose · **Jan - Mar 2017**

- Animated simple 3D characters.
- Collaborated with a small visual and audio team.

EXTRAS

“**Most Inspiring**” award for Scopely/GSN Games 2023 Game Jam for the game pitch “Living Language.”

“**Best Overall**” award for GSN Games 2020 Game Jam for the game pitch “Battle Buddies.”

EDUCATION

University of Silicon Valley

San Jose · CA · 2014 – 2018

Bachelor of Arts

· Digital Arts with a concentration in 3D Animation

American High School

Fremont · CA · 2010 – 2014

PRODUCTIONS / SHIPPED GAME TITLES

- **Tiki Solitaire TriPeaks**

Senior Game Artist · 2020 - 2024

A mobile game set on a chain of fictional, idyllic tropical islands inspired by Hawaiian aesthetics and culture. Players join Tiki and his loyal dog, Poi, on an adventure across the vast and mysterious Tiki Islands. At its core, the game offers a creative twist on classic solitaire, with unique mechanics that challenge players to adapt their strategies as they progress through each chapter.

UNRELEASED GAME TITLES

- **Zombie Cakes**

Senior Game Artist · 2024

A mobile game built around a fresh, merge-adjacent mechanic where players create desserts and then fling them at zombies. Joining forces with a quirky, lovable team of assistants, players discover that desserts don't just splatter —they heal! Every hit restores zombies to their human form. Heal enough zombies, and you'll rebuild a city. Restore enough cities, and you just might save the world.