

Fran

Pepe



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Skills

Character, prop, and background design, illustration, 2D animation, sculpting. Excellent communication and listening skills, quick learner in fast-paced environments, eager to learn with a positive attitude, good organizational skills, highly collaborative,

Software

TV Paint, Photoshop, Illustrator, Storyboard Pro, Premiere Pro, Procreate

Past Work Experience

Background Artist – Pertinax Games – August 2021 – Present

- Creating backgrounds for an upcoming visual novel using both Procreate and Adobe Photoshop
- Collaborating with fellow background artists, storyboard artists, and animators in a larger pipeline
- Accept and take critique, incorporate feedback in a timely manner

Character Artist – Magnetic Dreams Studio – July 2021

- Collaborated with Producer, Art Director, and Animation Director
- Produced a character turnaround using pre-existing concept art of the character with Adobe Photoshop
- Worked closely with 3D modelers to execute turnaround that would suit their needs

Illustrator – The Color Bar – April 2021

- Developed illustration style for employee portraits on Client's website
- Collaborated with client to execute their vision
- Created six stylized portraits for each team member using Adobe Photoshop

Character Artist – Magnetic Dreams Studio – March 2021

- Collaborated with Producer, Art Director, and Animation Director to create character turnarounds
- Produced multiple turnarounds with pre-existing concept art and final $\frac{3}{4}$ drawings using Adobe Photoshop

Character and Background Designer – The Color Bar – November – December 2020

- Collaborated with Director to develop style and art direction of project
- Conceptualized and designed multiple style variations for characters and backgrounds, using Adobe Photoshop

Education

California College of the Arts, Oakland, CA
BFA in Animation