

WILFREDO GAGO JR.

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Objective:

To obtain a position creating 2-D character, creature, environment and UI concept designs for games and film.

Education:

- **Gnomon School of Visual Effect**- Work Exchange Internship, Hollywood, CA. Summer 2010
- **Art Institute of California**- San Diego, B.S. Game Art and Design. San Diego, CA. 2006
- **Bronx Community College**-A.A. Advertising Art & Computer Graphics. Bronx, NY. 2000

Attended Several Uncredited Classes and Workshops: **Gnomon Workshop, Watts Atelier, Marshall Vandruff, Don Seegmiller, Dak Whitson, Glen Vilppu**

Hard Skills:

- Adobe Photoshop
- Character Design
- User Interface Design
- Environment Design
- Multiple Styles
- Graphic Design
- Flash
- Zbrush
- 3DS Max/Maya

Soft Skills:

Shipped Titles:

Dance Sensation - Nintendo Wii, **City Builder** - Nintendo Wii, **Mavis Beacon Keyboard Kidz-PC Wonder World Amusement Park** - Nintendo DS, **Our House DS** - Nintendo DS, **Jillian Michaels Fitness Ultimatum** - Nintendo Wii. Shipping early 2010-**Intellivision Lives!** - Nintendo DS,

Related Experience:

2D Artist

Summer 2010 Freelance

Virtual Play Games

- Packaging Design-including box art illustration, manual layouts, and cartridge labels

Concept Artist

Winter 2010 Freelance

Collision Studios

- UI Design
- Character Design

Illustrator

Winter 2009

Interbang Entertainment llc

- Created illustration for textbook "Fundamentals of Video Game Design"

Concept Artist

Winter 2009

Arktos Entertainment Group

- Created User Interface and Logo concepts for facebook title

Concept Artist

February 2008-January 2010

Majesco Entertainment Santa Monica

- Character Design
- Environment Concepts
- UI Design

Concept Artist

Winter 2007

The Game Agency

- Designed characters for web based McDonalds Promotions "Chicken vs Egg"
- Designed a variety of characters for flash based Casual Game "Office Olympics"

Concept/Storyboard Artist

Summer 2007-Spring 2008

Zoic Studios

- Created environment and vehicle concepts for the television pitches
- Responsible for Creature designs for the television pilot "The Middleman"
- Designed Bionic limbs and organs for the title character in the "Bionic Woman" Television show.
- Created rough storyboards for E3 video game trailer "M.A.G" for PS3



**Related Experience
Continued:**

Illustrator
Summer 2007

Connor and the Crossworlds-Peril in the Corridors

- Created traditional illustrations for a published children's novel series

Concept Artist/Illustrator
Spring 2007-Present

So Hood Clothing

- Created concept designs and final Illustrations for Hip Hop Clothing Line

Concept Artist
Winter-Spring 2007

Educational Management Corporation

Second Life Project: Godzilla (working title)

- Designed Non Player Characters
- Created digital illustrations of Environment Interiors

Concept Artist/Illustrator
2006-2007

Northern Rose Collectable Miniatures

- Created Model sheets for licensed "Peanuts" characters
- Designed Original characters for series of porcelain miniatures

Graphic Designer
2001-2004

The Pennysaver Group

- Created logos
- Designed advertisements for local business'
- Assisted in Pagination (Layout of Newspaper)



For References please visit my Linked in profile @

<http://www.linkedin.com/in/gagodraws>