



DEBORAH SAEZ

Hello,

My name is Deborah Saez and I am a freelance game artist and animator.

I currently have 10 years creating art assets and animations for mobile games.

Thank You!



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■ LINGOKIDS- SENIOR 2D ANIMATOR

- Created rig and animations for well established characters and background objects.
- Manage and make animation based decisions per project.
- Guide mid-Junior artists in animation style to make sure they fit the animation guidelines.
- Create new parts for character animations if needed to complete animations.
- Test animations in Unity to make sure they work.

■ CODIGAMES- 2D GENERALIST

- Created isometric and icon concept art for **Hotel Empire Tycoon expansion: Little Camelot.**
- Created isometric and card art for **Prison Empire Tycoon- Iron Fortress.**

■ SCOPELY - STORYBOARD ARTIST/ANIMATOR/CONCEPT ARTIST (2019 - 2020)

- Created Storyboard, animatics and Concept art for upcoming project.

■ EAST SIDE GAMES - SPINE ANIMATOR AND GAME ARTIST (2017- 2019)

- Worked on some animations for **It's Always Sunny in Philadelphia game.**
- Used Flash in conjunction with Spine to re-create existing animations.
- Created unique character rigs using Spine.
- Created some background art assets.
- Created character concept art and in-game art.
- Created concept art, game art and animation for some UI and prop assets.

■ KATSU ENTERTAINMENT - GAME ARTIST/ANIMATOR (2014- 2019)

- Some UI and art assets: **Boulder Dash 30th Anniversary.**
- Character Art and Animations: **Hello Kitty World of Friends.**
- Some 3D animations: Warhammer: Doomwheel.**
- Background, Character art and Animations: **Sausage Bomber.**

■ GIG GAMES - SPINE ANIMATOR/CONCEPT ART /LEAD ARTIST (2018 - 2019)

- Create Rigs and Animations using Spine
- Art Lead from concept to early production of Slot game **Eternal Shogi.**
- Create character concept art.

■ TIC TOC GAMES - UI ARTIST (2019)

- Modify existing UI for unannounced title.
- Create new game art UI from scratch.

■ GRIM PANDA SOFTWARE LLC- ART / ANIMATIONS (2016 - 2017)

- Re-created art assets and animations(2D and 3D) for HTML game advertisements.
- Clients include: EA and Social Point**
- Games include: Star Wars: Galaxy of Heroes, Dragon City, Monster Legends.**

■ LANGUAGES

English | *Excellent*
Spanish | *Great*

■ PROGRAMS

Flash Photoshop Unity
Spine Adobe CC, AE Maya

■ EDUCATION

School of Visual Arts (NY)
Computer Arts | 2006-2010