DEBORAH SAEZ

GAME ARTIST | 2D ANIMATOR | MOTION & UI

PROFILE

Digital artist and animator with 15+ years of experience creating character animation, UI art, and visual content for games and advertising. My experience also includes television background art and documentary animation, from concept through final delivery.

PROGRAMS

- ✓ Photoshop
- ✓ Spine
- ✓ Animate
- ✓ After Effects
- ✓ PowerPoint

Familiar with

- ✓ Rive
- ✓ Figma
- ✓ Maya
- ✓ Unity

EDUCATION

BFA, Computer Arts
School of Visual Arts (SVA)
New York, NY

CONTACT

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LinkedIn
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Location
Westport, Connecticut

RECOGNITION

ImagineFX magazine
FXPosé feature, Issue 247
January 2025

LANGUAGES

English (Fluent)
Spanish (Fluent)

CERTIFICATIONS

DHS Trusted Tester v5
Section 508 accessibility testing
View accessibility audit portfolio

ISC2 Certified in Cybersecurity (CC)

RECENT GAME ART & ANIMATION

Wicked Fox Games — **Nov 2024–Present**
2D Spine Animator, Freelance
- Rig and animate characters in Spine for *Rise of Elements* and a poker game; prepare assets for implementation.

Know Buddy Games — **Nov 2024–Present**
UI Artist, Freelance
- Create UI artwork, layouts, and project logo for *Shadow Hills Manor* using Photoshop.

Chatterbox: Language Learning — **Jul–Oct 2025**
Lead Animator, Freelance
- Animated avatars in Rive; coordinated animation requirements and handoffs with other artists and a programmer.

ThrillTech — **Dec 2024–Jun 2025**
Artist / Animator, Freelance
- Created UI art and animation using Photoshop, Spine and Rive.

STUDIO EXPERIENCE

Scopely — **Jan–May 2024**
Senior Animator, Full-time
- Produced 2D/3D character, object and UI animation for *Monopoly GO*; revised assets after production reviews.

Lingokids — **Nov 2020–Jan 2024**
Senior 2D Animator, Full-time
- Rigged and animated characters and objects for children's educational mobile games.
- Implemented and tested animation in Unity with level designers and engineers; resolved visual and technical issues.
- Made animation decisions across projects; checked timing, frame counts and exports. Wrote the team's Animation Bible and trained a second animator.

GiG Games — **May 2018–Nov 2019**
2D Animator / Concept Artist / Art Lead, Full-time
- Created concept art, character rigs and animation for *Popstar*, *Wilds of Wallstreet*, and *Eternal Shogi*.
- Art lead for *Eternal Shogi* from concept to late production; directed four artists and designed UI layouts for phone, tablet and PC, the spin flow, and the score display. View case study

TELEVISION, FILM & ADVERTISING

Mighty Studio — **May–Aug 2020**
Freelance Background Line Artist
- Created background line art for selected scenes of *Bob's Burgers* and *The Great North*.

Scopely — **Nov–Dec 2019**
Storyboard & Concept Artist, Freelance
- Storyboards, concept art and animatics, including a *Scrabble GO* advertisement.

Big Toe Media — **Mar–May 2018**
Producer (credited) / Animator / Logo Designer
- *Fenn's Searchers*: illustrated, animated and edited a documentary sequence in After Effects, timed to voiceover; designed Big Toe Media's company logo. Watch video

ADDITIONAL GAME ART

Codigames — **May–Nov 2020**
2D Generalist
- Isometric and card-art concepts for *Hotel Empire Tycoon* and *Prison Empire Tycoon* expansions.

East Side Games — **Apr 2018–Feb 2020**
Freelance Artist / Spine Animator
- Concept art, game assets, rigging and animation for *It's Always Sunny: Gang Goes Mobile*.

Katsu Entertainment — **2014–2019**
Freelance Game Artist / Animator
- UI, backgrounds, illustration and 2D/3D animation for *Boulder Dash 30th Anniversary*, *Hello Kitty World of Friends*, *Warhammer: Doomwheel*, and *Sausage Bomber*.

Grim Panda Software — **Oct 2016–Oct 2017**
Game Artist & Animator, Freelance
- Re-created 2D/3D art assets, backgrounds, effects and animation for HTML game ads for EA and Social Point, including *Star Wars: Galaxy of Heroes*, *Dragon City* and *Monster Legends*.