

PROFILE

I am a game artist and animator with over 15 years experience creating art and animations for mobile games and digital media.

PROGRAMS

- ✓ Photoshop
- ✓ Spine
- ✓ Rive
- ✓ Animate
- ✓ Unity
- ✓ After Effects
- ✓ Maya
- ✓ Figma

EDUCATION

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

WEBSITE

www.deborahsaez.com

CONTACT

Email
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LinkedIn
/in/deborahsaez

LOCATION

Connecticut, USA

LANGUAGES

English (Native)
Spanish (Native/Bilingual)

DEBORAH SAEZ

GAME ARTIST AND ANIMATOR

CURRENT FREELANCE

- Wicked Fox Games** | Freelance | Nov 2024 - Present
- 2D Spine Animator: Rig and animate characters for **Rise of Elements** and upcoming poker game.
- Know Buddy Games** | Freelance | Nov 2024 - Present
- UI Artist for **Shadow Hills Manor**.
- ThrillTech** | Freelance | Dec 2024 - Jun 2025
- Generalist/Animator: Created UI art assets and animations using Photoshop and Spine.
- Chatterbox: Language Learning** | Freelance | Jul 2025 - Oct 2025
- Lead Animator: Created animations for avatars using Rive; guided teams on animation best practices.

SCOPELY

- Senior Animator** | Full-time | Jan - May 2024
- Created 2D and 3D animations for UI, characters and objects for game **Monopoly Go**.

LINGOKIDS

- Senior 2D Animator** | Full-time | 2020 - 2024
- Created rig and animations for characters and objects.
 - Plug and test animations in **Unity**.
 - In charge of animation-based decisions per project.
 - Mentored junior team members on tools, workflows, and quality standards.

GIG GAMES

- 2D Animator / Concept Artist / Art Lead** | Full-time | May 2018 - Nov 2019
- Created rigs, animations for characters and objects for **Popstar**, **Wilds of Wallstreet** and **Eternal Shogi**.
 - Art lead from concept to late production for slot game **Eternal Shogi**.

EAST SIDE GAMES

- Game Artist / 2D Animator** | Freelance | 2017 - 2019
- Created concept, in-game assets, and rigging/animation for **It's Always Sunny: Gang Goes Mobile**.

KATSU ENTERTAINMENT

- Game Artist / Animator** | Freelance | 2014 - 2019
- Created UI and 2D assets: **Boulder Dash 30th Anniversary**.
 - 2D Character art and animations: **Hello Kitty World of Friends**.
 - 3D animations for: **Warhammer: Doomwheel**.
 - 2D Background, character art and animations: **Sausage Bomber**.

FREELANCE (MULTIPLE COMPANIES)

- Freelance** | 2010 - 2020
- Created mobile game art and animation from concept to completion for multiple companies of various sizes.
- Scopely** | Freelance | 2019 - 2020
- Created concept art, storyboard and animatics for game advertisement **Scrabble Go**.
- Grim Panda Software** | Freelance | 2019 - 2020
- 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**.