

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
- ✓ Animate
- ✓ Unity
- ✓ After Effects
- ✓ Maya

EDUCATION

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

WEBSITE

www.deborahsaez.com

CONTACT

Email
deborah.saez@gmail.com

LinkedIn
/in/deborahsaez

LOCATION

Connecticut, USA

LANGUAGES

English (Native)
Spanish (Native/Bilingual)

DEBORAH SAEZ

GAME ARTIST AND ANIMATOR

CURRENT FREELANCE

Wicked Fox Games | Nov 2024 - Present

- 2D Spine Animator: Rig and animate characters for **Rise of Elements** and upcoming poker game.

Know Buddy Games | Nov 2024 - Present

- UI Artist for **Shadow Hills Manor**.

ThrillTech | Dec 2024 - Jun 2025

- Generalist/Animator: Created UI art assets and animations using Photoshop and Spine.

Chatterbox: Language Learning | Jul 2025 - Oct 2025

- Lead Animator: Created animations for avatars using Rive; guided teams on animation best practices.

SCOPELY

Senior Animator | 2024

- Created 2D and 3D animations for UI, characters and objects for game **Monopoly Go**.

LINGOKIDS

Senior 2D Animator | 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 | 2018 - 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 | 2019 - 2020

- Created concept art, storyboard and animatics for game advertisement **Scrabble Go**.

Grim Panda Software | 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**.