

Alix Banegas – Character Artist

<http://www.abanegas.com>

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Industry Experience

2012-2013

1750 Montgomery Street, 1st Floor San Francisco, CA

Fox Cub – Creative Director

- Worked on slot games and various micro-transaction mobile games.
- In charge of art management and art asset consistency/ quality. Also helped generate many 2D/3D art assets.
- Was part of the hiring process for illustrators, animators and other 2D/3D artists.
- Assisted the business developer and lead programmer in artistic direction decisions for mobile platforms.

2007-2010

8928 Terman Ct. San Diego, CA

Sony Online Entertainment, LLC – 2D/3D Character Artist

- Shipped FreeRealms, an online free to play MMO.
- Shipped Clone Wars Adventures, an online free to play MMO.
- Creating low poly characters with a hand painted texture style.
- Creating original character concepts based on the FreeRealms art style and created characters and concepts based on the Star Wars art style.
- Assisting in creating many wearables and weildables
- Mentored new hires in character art and assisted managers with mentor feedback.

2004-2005

233 NW Fifth Ave Portland, OR

Liquid Development – Contractor, 3D Artist

- Created environment assets for Warhawk for PS3.
- Lots of UV unwrapping.

Skills

Management:

- Creative direction and maintaining artistic consistency and quality through constructive criticism and critique.
- Talent acquisition for illustrators, animators, and other artists.
- Ability to assign art tests and manage teams of artists for production.

Digital Skills:

- Adobe Photoshop – Texture painting, conceptual work, advanced understanding of Photoshop workflows.
- Autodesk: Maya – Low Polygon Modeling with a focus on characters for games and all pertaining disciplines: basic shader setup, UVs, weighting for animation.

Artistic Skills:

- 3D Modeling – Proficient with low polygon modeling.
- Texturing – UV mapping, hand painting textures, bump maps, tiled textures.
- Concept Art – Character conceptual art and design.

Education

BS in Game Art and Design – Graduated Fall 2005

- Main Concentration of studies include Concept Art, texturing, modeling, and storyboarding. Also includes Level Design and Game Design.

Art Institute of California,
San Francisco
1170 Market Ave
San Francisco CA 94102