

Gabriella Gonzalez

Visual Designer

305-720-9779 | GabyGonzalezArt@gmail.com | GabyGonzalezArt.com | San Francisco, CA

Areas Of Expertise

Technical Skills Character Design | Environment Design | Prop Design | Digital Painting | Animation
UX/UI Design | Motion Graphics | Graphic Design

Software Procreate | Adobe Photoshop | Adobe Illustrator | Adobe After Effects | TV Paint
Toon Boom Harmony | Maya | Figma

Experience

Jazwares - Product Design Intern (Girls' Toys) June 2023 - August 2023

- ❖ Created 40+ concept sketches and finalized 20+ designs for children's educational toy products using Adobe Suite and Procreate
- ❖ Actualized 8+ product designs for *Roblox* and *Squishmallow* slated for launch in 2024 and 2025
- ❖ Developed 10+ Product Design Specification decks to align on design functionality with Jazwares management and worldwide contract manufacturers
- ❖ Directed and contributed in creative brainstorming sessions, actively seeking incorporating feedback and critiques
- ❖ Collaborated closely with cross-functional engineering, product development, and brand marketing teams to ensure timely design development

St. Mary Magdalene Catholic School - Elementary Art Teacher August 2020 - December 2020

- ❖ Created 24 monthly lesson plans for 300+ students of K-5th grade levels highlighting the 7 elements of art in over 20 unique artistic mediums, and emulating the key art historical periods' specific style

Painting With A Twist - Acrylic Painting Instructor March 2019 - March 2020

- ❖ Delivered 2-4 daily acrylic painting classes within a 10-hour schedule, offering comprehensive instruction on paint techniques, composition, brushwork, shape language, and texture

American Empire Builders - Administrative Assistant November 2021 - July 2022

- ❖ Scheduled 3-4 vendor contract meetings weekly highlighting equipment rental time periods

Film Works

***The Mandrake* | Visual Development & Character Animation** June 2021 | Director: Quincy Baltes

- ❖ Illustrated character sketches, finalized character sheets, and refined designs for animation
- ❖ Developed character rough animation using straight-ahead technique in TV Paint
- ❖ Featured in 20+ film festivals: Los Angeles Independent Film Festival (Best Animated Student Short)

Certifications

Build Wireframes and Low-Fidelity Prototypes - Google, February 2024

Foundations of User Experience Design - Google, January 2024

Start the UX Design Process: Empathize, Define, and Ideate - Google, November 2023

Education

Master of Fine Arts, Visual Development Academy of Art University 2024

Prop Design | Digital Painting | UI for Visual Development

Bachelor of Fine Arts, Animation Savannah College of Art and Design 2020

2D Animation | Character and Layout Design | 2D Production

