

NATALEE MARTINEZ

Reno, Nevada 89523 | natalee.martinez323@gmail.com | nataleemartinezart.com

EXPERIENCE

Senior Game Artist

Light and Wonder | Reno, NV

Aug 2022 -Current

- Creating new concepts and animations for multiple digital port slot games.
- Implementing art assets in unity. Creating prefabs and animation controllers for sprite animations.
- Coordinating and collaborating with developers from start to finish.

Game Artist

Light and Wonder | Reno, NV

Dec 2019 – Aug 2022

- Assisted in user interface for different markets in slot games.
- Created animation sprites, such as symbols, triggers, etc.

Freelance Background Artist

Dreamworks Animation | Remote

October 2021

- Created backgrounds for a Pre-K TV show pitch.

Associate Graphic Designer

SeneGence International | Foothill Ranch, CA

Sept 2019 – Nov 2019

- Assisted in creating and executing concepts from scratch while working closely with the marketing and communications team to ensure the design meets the SeneGence brand Standards.
- Created assets for social media and public site, such as: Web/Mobile Banners, RSS and Eblast.
- Assisted in photo editing and photography retouching.

2D Game Artist

Loot Kit Studios | Remote

Feb 2019 -Aug 2019

- Created and animated 2D assets (Characters, background, UI, text, graphics, etc) for an upcoming mobile game.
- Worked closely with the team of programmers and developers to implement game assets.

EDUCATION

Laguna College of Art and Design

Laguna Beach, CA

Bachelors of Fine Arts in Animation

Aug 2009 -May 2014

SKILLS

Adobe Photoshop | Adobe Illustrator | Adobe After Effects | Autodesk Maya | Spine | Perforce | Unity | Jira