

BIANCA GONZALEZ

2D ARTIST

CONTACT

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- <https://www.artstation.com/biasarts>

EDUCATION

ST. PATRICK SCHOOL OF SANTO DOMINGO | 2014-2020

- GPA: 3.75

MIAMI DADE COLLEGE | 2023-2025

- Animation and Game Art (AS)
- GPA: 4.0

EXTENDED STUDIES

TEATRO ALTERNATIVO LORENA OLIVA 2012-2020

- Participated in multiple plays and helped as a director assistant.

CHAVÓN ESCUELA DE DISEÑO

- Drawing & Painting Camp
- Illustration & Character Design course
- Photoshop course
- Animation course

ACADEMIA DE DISEÑO SANTO DOMINGO

- Illustrator course
- Web Design course
- Graphic Design course (Photoshop)

SDQ TRAINING CENTER

- After Effects & Motion Graphics course
- Adobe Premiere course

PROFILE SUMMARY

Creative and passionate artist with a strong foundation in 2D art and practical experience in collaborative projects. Eager to work with dynamic teams delivering high-quality work, growing professionally, and continuously learning from industry experts.

WORK EXPERIENCE

STARKEY Hearing Foundation | 2019

- Participated volunteering as a translator for American doctors to Dominican patients with hearing problems as well as delivering hearing aids for those who need it.

PAYLATER PHONES | 2021-2024

- Worked as a graphic designer making the advertising for the products that the company sells.
- Sales executive communicating with clients, selling phones, TVs, speakers, and other technological products.
- Publicist publishing the products and advertisements.

PROJECTS

2D ANIMATION CAPSTONE : PURRFECT TACTICS

Character and Animation Lead

- Lead a team of artists in designing and animating the main characters of the short film.
- Managed the creative vision, ensuring consistency across character design, animation style, and storytelling.
- Coordinated workflows and timelines and providing feedback to team members.
- Collaborated closely with other department leads.

VIDEO GAME CAPSTONE : SPIRIT INTERFERENCE

Background Artist

- Created detailed 2D backgrounds for the animatic sequence in the game's intro, establishing the visual tone and setting.

VIDEO GAME CAPSTONE : SYSTEM PANIC

Pixel Artist

- Designed and illustrated key visual assets, including a promotional poster and project logo, establishing the game's visual identity.

LANGUAGES

- Spanish
- English