

Eris Paz

CONCEPT ART • VISUAL DEVELOPMENT

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EDUCATION

Art Center College of Design // Pasadena, CA // January 2020 - April 2024

- B.S | Entertainment Design Concept
- Asians in Animation | Member 2022

EXPERIENCE

Titmouse // Artistic Intern

January 2023 - May 2023

- Completed art tests for various animated TV shows: The Legend of Vox Machina, Chicago Party Aunt, Metalocalypse, Agent Elvis
- Designed props, environment, and paintings based on mentor feedback (Ed Vargas).
- Present in daily meetings for The Legend of Vox Machina.

Webtoon // Color Flatter

June 2022 - August 2023

- Completed color flats for the Webtoon The Last Bloodline using Clip Studio Paint.
- Worked in a fast-paced environment and met weekly deadlines for color flats.

Teaching Assistant // Art Center College of Design

September 2022 - April 2024

- Assisted teachers Peter Lam and Zachary Adams with critique heavy classes: Concept 2 Design, Concept Art for Videogames, Stylization 1, and Visual Design for Games.
- Ensured that students were on task and met class deadlines.
- Interacted with students individually and provided help with project research and artistic guidance.

Abaddon Capstone Game // Concept Artist

September 2022 - December 2022

- Designed props, moodboards, color keys, backgrounds, and lighting compositions.
- Utilized reference materials and 3D models by using Maya, Blender, and Photoshop

Mulberry Animated Short Film // Background Painter

September 2022 - December 2022

- Painted iterations of backgrounds on a weekly basis. Communicated with peers and professors regularly for feedback and critique.

SKILLS

Software // Adobe Photoshop CC, Blender, Substance Painter, Clip Studio Paint, Trello, Miro, Google Suite, Microsoft Suite, Illustrator, Slack

Artistic // Visual Development, Painting, Prop Design, Environment Design, Color Design, Character Design, Illustration