

Robert Sanchez

VISUAL DESIGN/ GRAPHIC DESIGN

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206.375.6877

VISUAL DESIGN
& DIGITAL MEDIA



PROFILE

A well-rounded artist with an extensive background in social media, content management, data visualization, user experience and game development. With an emphasis on prototyping, graphic design, user interface, user experience, interaction design, visual communications, motion graphics and branding, along with a background in 3D character animation and visual effects. Holds a reputation for open collaboration with coworkers on all aspects of creating effective art pipelines and content development process.

COMPUTER SKILLS


I am a consummate learner and always keeping myself up to date on the latest software always learning new programs.


Photoshop	Illustrator	After Effects	InDesign
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Animate/ Flash	Premiere	Sketch	Figma
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Power Point	Microsoft Word	Autodesk Maya	Microsoft PowerApps
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Unreal	Unity	3DSMax	CSS
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PROFESSIONAL EXPERIENCE

- Implementation Designer**
TURN 10 Studios/ Microsoft
Sept. 2020 – Mar 2021
Worked closely with the UX and development teams to create a dynamic in-game user interface design and features including data driven dynamic layouts, animations, and transitions. Using a Sketch to XAML coding engine to translate interactive designs and consistently testing components by creating sample data code to deliver a large scale of UI content. Contributed to building up a visual library of Sketch components for use in UI screens. Established an updated icon library which could be used throughout the franchise experience. Using Microsoft Power App I kept a database of those icons to inform leads of icon development status and delivery.
- Motion Designer**
RUN Studios/ Amazon
Mar. 2020 – May 2020
Created 2D / 3D motion graphic videos to capture a large digital audience using short form animated content. Daily meetings with product owners and the development team to take daily tasks and create high quality content. Using the content created, then created a series of localized videos focusing on timing and using scripts to keep content accuracy. Exploration with Unreal engine, creating a 3D models of Amazon products to get a 360 view of them. Tools used were primarily Adobe After Effects, Premiere, Photoshop, Illustrator and Unreal.
- Visual Design/ UI Design**
Cat Daddy Games
Mar. 2018 – Sept. 2019
Created art assets for the Take Two's mobile release of "WWE Super Card" and "NBA 2K19." My primary focus built creative and original visual effects, in-game marketing assets, icons, in-game HUD elements and appealing playing cards with animated backgrounds. Along with creating prototype comps for future features using Figma, Sketch and inVision.
- Art Director/ UX Designer**
Attain/ Dept. of Defense
Dec. 2015 – Sept. 2017
Project management and designed a visual library of assets to house information that developers, artist and project managers can access. All assets and comps were based on product owners' and government guidelines. I used Sketch and in-Vision to build simple prototypes, data visualization and asset libraries. Other projects included the use of Unreal game engine, which I created a prototype pass of VR simulations for military personnel to assist in their mental health. I created basic geometry and static meshes and visual to populate the VR world.
- Senior UX/ UI Designer**
Double Down Interactive
Mar. 2014 – Dec. 2015
Front-end HUD design and visual effects, with other responsibilities: worked on user research and collected data of similar platforms; built wireframes and created prototypes, giving a basic understanding of look and functionality to the front-end so users would have a smooth experience accessing content and games. Prototype exploration of future projects using Unity.

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PROFESSIONAL EXPERIENCE (CONTINUED)

● Lead UI Designer

Project Spark/ Microsoft

Sept. 2013– Feb. 2014

As Lead UI Designer, created effects and animated transitions plus built out HUD elements for all stages of the game. Collaborated with art director on creating conceptual ideas. Trained new UI artists in the fundamentals of Expressions Blend. Kept project manager and developers apprised by giving weekly status updates on assets for the product.

● Senior Game Artist

Gamehouse/ Real Networks

Jan. 2011 – Aug. 2012

Created concept and character designs, story-boarding and new ideas. I worked to design and create an atmosphere with scenes and images that draw players into the social experience, brainstorm, conceptualize, and implement UI components: character development, animation transitions, backgrounds, in-game HUD elements, badges, prize development.

● 2D Artist/ Animator

Big Fish Games

Feb. 2008 – Feb. 2010

Match-3 downloadable game. Working with design, engineering, and the lead artist to brainstorm, conceptualize, and implement UI components: front end menus, backgrounds, in-game HUD elements, icon development, and other various 2D elements. Creating an atmosphere with scenes and images that draw players into the experience, managing time, communicating cost estimates and project status to art director.

● UI Designer

Turn 10 Studios/ Microsoft

Sept. 2006 – Feb. 2007

Created unique and exciting graphical look of Forza Motorsport 2, a racing simulator video game for Xbox 360. Created engaging graphics and animations with solid user interface design following concept guidelines and comps to final game-ready screens. Used custom UI authoring toolset Anark Studio to implement designs in XAML.

● 3D Generalist/ UI Designer

Clinaero

Mar. 2005 – Dec. 2005

Charged with recruiting and managing team of 4 artist and designers on task, delegating assignments, directing and creating storyboards along with building and animating anatomical images for online medical video concepts. Mentored intern 3D artist in both software and development of video production process. Designed and created the new corporate identity along with creating illustrations and updating UI graphics and functionality for the website (www.emedtv.com).

PROFESSOR OF DIGITAL MEDIA

● Game Production Instructor

International Academy of Design and Technology/ 2011 - 2013

Focus: Maya, 3D Max, Adobe Flash, Photoshop and After Effects

● Animation and Rigging Instructor

Northwest College of Art / 2009 - 2011

Focus: Maya, Photoshop and After Effects

● Animation and Game Design Professor

Bellevue College / 2009 - 2011

Focus: Unreal, Maya, Photoshop and After Effects

EDUCATION


● Media Arts and Animation


Art Institute of Seattle

● Character Animation

Mesmer Labs

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