

# RONIE GABRIEL ALTEJAR

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## PORTFOLIO

• <https://www.roniegabe.art/>

## PROFESSIONAL SUMMARY

**Multi-talented and forward-thinking creative individual knowledgeable about digital painting, 2D Design, 3D modeling, animation, and game design. Proven ability to work under significant time constraints and resources.**

## SKILLS

**Quick Learner**  
**Digital Painting**  
**Character Design**  
**3D modeling**  
**3D animation**  
**2D Animation**

**Procreate**  
**Adobe Photoshop**  
**Unreal Engine**  
**Adobe Illustrator**  
**Autodesk Maya**  
**Autodesk 3D Studio Max**

## EXPERIENCE

**CARD ARTIST** 12/2022 to 01/2023  
**Megacosm Games**, Fairfax, VA

- Using Procreate, illustrated 5 action cards for a physical card game according to the client's original vision, which was communicated through given sketches and pre-existing character design.
- Received frequent feedback from client and quickly submitted iterative improvements.

**BATTLE BALL** 01/2022 to 05/2022  
**Senior Capstone Project**

- Produced concept art for video game characters and stages, finalized character illustrations, orthographic model sheets, and user interface mockups in Procreate.
- Programmed the core gameplay, menu systems, and user interface using Unreal Engine Blueprints.
- Delivered pitch presentations with teammates. Created presentation materials using Google Slides.

**CHARACTER ARTIST** 10/2021 to 05/2022  
**Kashmir World Foundation**

- Established a style guide and sketched concept art in Procreate for video game characters and animals. Presented to teammates and key stakeholders, received feedback, and made iterative improvements. Using 3D Studio Max, 3D modeled, textured, and animated characters and animals as a final product.
- Using Adobe Animate, animated a version of the foundation's logo in a cartoon style for a 2D animated short under tight time constraints.

## **SUPER BRAWLER SERIES 03/2021 to 05/2021**

### **Personal Art Pieces**

- Produced 12 unique character illustrations using Procreate inspired by pre-existing characters from mobile game *Brawl Stars*.
- Shared illustrations on Reddit, Instagram, and Twitter on a weekly basis, prompting an increase of 3,500+ Instagram followers within 3 months.

## **GRAPHIC DESIGNER AND ILLUSTRATOR 10/2020 to 05/2021**

### **Patriot Hacks, Fairfax, VA**

- Worked within the Marketing Team to conceptualize a new brand identity for Patriot Hacks. Sketched and submitted Hackathon mascot and logo options to Marketing head for approval. Finalized designs were created in Procreate, Adobe Photoshop, and Adobe Illustrator.
- Designed “swag” materials for the Organizing Team and attendees, such as: t-shirts, sweatshirts, and stickers.
- Created assets for promotional materials, social media graphics, and the Patriot Hacks website.
- Delivered workshops on Game Design and Graphic Design and created presentation materials using Google Slides and Procreate.

## **GRAPHIC DESIGNER AND ILLUSTRATOR 10/2017 to 11/2020**

### **Hack BI, Alexandria, VA**

- Independently ideated and illustrated the art for 4 annual high school level Hackathons (Hack BI I-IV).
- Conceptualized designs for the brand identity of each Hackathon, given the annual theme and production specifications. Submitted ideation and preliminary sketches to Hackathon organizers for feedback and made iterative improvements.
- Final deliverables for each Hackathon included the logo and various iterations of the mascot and were used for marketing, “swag” materials, ID badges, and other branding needs, and created in Procreate and Adobe Photoshop.

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## **EDUCATION**

Animation Certificate : Animation, **Expected in 05/2024**

**Animation Mentor** - Emeryville, CA

Bachelor of Arts : Computer Game Design, **05/2022**

**George Mason University** - Fairfax, VA

High School Diploma : **05/2018**

**Bishop Ireton Highschool** - Alexandria, VA