

NATASHA VELEZ

CONCEPT ARTIST & ILLUSTRATOR

natvelezsheldon@gmail.com

natvelez.com

WORK EXPERIENCE

AUGUST 2023 - PRESENT

→ **2-D ARTIST**

“Echoes” - USC Games

- Ideate and render character concepts and 2-D environment assets for an Indie Roguelite game.
- Collaborate with Art Directors, Designers, and 3-D Artists to maintain workflow and thematic quality of work.

JANUARY 2023 - PRESENT

→ **GUEST SERVICES REPRESENTATIVE**

Nothing Bundt Cakes - Manhattan Beach

- Work confidently in a fast-paced environment to provide quality, welcoming service to customers.
- Train new hires and communicate with team members to resolve conflicts and work efficiently

AUGUST 2021 - MAY 2022

→ **CLASSROOM ASSISTANT**

Life Drawing - Otis College of Art and Design

- Assist students one-on-one with their projects and provide live demonstrations for the class
- Demonstrate exceptional knowledge of anatomy and design to inform feedback and critique to students

SKILLS + SOFTWARE

Photoshop

Illustrator

After Effects

Premiere Pro

Unreal Engine 5

Maya

EDUCATION

2020 - 2024

OTIS COLLEGE OF ART AND DESIGN

Bachelor of Fine Arts

Game & Entertainment Design Major