

# Amie Alvarez

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## Professional Experience

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### **Kabam, Inc., Senior Artist**

*November 2009 – Current*

- Conceptualized and created art assets for Facebook games, including character designs, backgrounds, icons, and UI for Hero Force, Kingdoms of Camelot, Glory of Rome, and Global Warfare
- Created art in Illustrator, Flash, Photoshop, and After Effects that was used in final production for Glory of Rome, Hero Force, and Kingdoms of Camelot
- Worked in a variety of different art styles depending on the game
- Promoted to Senior Artist starting June 2010
- Worked as Art Lead to develop the visual style on one of Watercooler's first Flash Facebook games called Sweet World
- Designed the avatar and numerous art assets including props, machines, and decorations for Sweet World
- Contributed to the UI design and game play of Sweet World

### **Freelance, Character Designer**

*October 2009*

- Designed characters and built model sheets for pitch package for William Erik Evans' "Janey Ryan"

### **Iwin, Inc., Background Artist**

*October 2007 – February 2008*

- Conceptualized and digitally painted all the backgrounds for Mah Jong Quest 3
- Created main character designs for Mah Jong Quest 3

### **"We Bombed in Baghdad" Independent Film, Background/Layout Artist**

*June 2007 – August 2007*

- Designed and digitally painted backgrounds and layouts for final production for a feature length animated film in an animated graphic style
- Worked well on a tight production deadline with minimal supervision on an independent film

### **Nickelodeon Studios, Production Intern**

*June 2005 – August 2005*

- Completed a summer internship on the production team on "Tak and the Power of Juju"
- Assisted the production manager and production assistants with daily tasks such as setting up the art on the walls for meetings, assembling character model sheets in Photoshop, scanning and organizing artwork on the network
- Completed two "Spongebob Squarepants" background painting tests using Acrylic paint under the supervision of Art Director Peter Bennett

## Education

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### **San Jose State University, Bachelor of Fine Arts, Animation/Illustration, Minor in Business**

*May 2007*

- Dean Scholar 1999-2007
- Accepted into Acme's elite Pro-Prep Program for 2D Animation
- Received mentoring from industry professionals within Disney, Pixar, WB, and many other studios on the Acme telecast sessions
- Completed the advanced courses Advanced Illustration, Conceptual Illustration, and Advanced Animation

## Additional Information

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Technology: Adobe Photoshop, Flash, Illustrator, After Effects, Cintiq, Wacom Tablet

References available upon request