



# Sarah Fernandez

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I am a journeyman 2D game artist and animator with over seven years of experience in the industry. In recent years I have had the opportunity to contribute to A-list titles utilizing my abilities as a concept artist, animator and vast knowledge of industry software. I have an easy going personality and a positive outlook on life who is a flexible, self driven team player.

## Contract Artist, Game Artist, Animator [Liquid Development, LLC]

04/2011 - Current  
Remote

- Collaborates with other artists to finalize graphics for mobile and social platforms.
- Contributes remotely with 2D game art and animation using flash, illustrator and photoshop.
- Delivers assets with various standards, software, naming conventions and file structuring.
- Works within existing styles to achieve visual style.

## Game Design, Art and Animation [Independent Contractor]

08/2010 - Current  
Remote

- Works remotely developing assets for various mobile, social or similar platforms.
- Manages deadlines while keeping aware of project scope.
- Delivers assets with various standards, software, naming conventions and file structuring.

## Game Designer, Animator [Design Works Gaming, LLC]

09/2007 - 03/2010  
Scottsdale, Arizona

- Developed assets from concept to implementation.
- Adapted to multiple client standards quickly.
- Learned strong type, layout and design abilities.
- Obtained experience in developing detailed art assets under tight deadlines.
- Acquired skills in supervision, project management and timeline evaluation.

## Quality Assurance, Tester [D3 Publisher of America]

04/2007 - 09/2007  
Tempe, Arizona

- Established a strong understanding of game design, flow and user experience.
- Expanded communication skills developing bug reports.
- Obtained strong knowledge of game design with hands on experience.

## B.A. Degree, Art and Animation [Collins' College]

06/2006  
Tempe, Arizona

### STRONG SKILLS

2D Game Art  
 Game Design  
 Animation  
 Visual effects  
 Implementation  
 UI/UX

### EXTRA SKILLS

AS3, CSS, Java  
 Character Rigging  
 3+ Years using Maya  
 Quality Assurance  
 ParticleIllusion

