

# LESLEY GARCIA

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## Education

### BFA Graphic Design Minor in Animation Minor in Game Design

June 2020  
DePaul University, Chicago, IL  
Dean's List 2016-2019

## Software

Adobe Suite, Cinema 4D, Blender, Toon Boom/Harmony, TV Paint, Processing, Microsoft Office, Perforce, Unreal Engine

## Skills

Graphic Design, Illustration, Motion Graphics, Technical Artist, Publication, Typography, Branding, Photography, UX/UI Design, HTML/CSS, Social Media

## Achievements

### VGM Con

Minnetonka, MN | Mar 2020  
Selected for Dwelling Part 0

### Global Game Jam - DePaul University

Chicago, IL | Jan 2020  
Judge's Choice for Tomar: The Love Angel

### 2D Con

Minneapolis, MN | Aug 2019  
Selected for Dwelling Part 0

### 100% Art Gallery

Chicago, IL | May 2019  
Selected for "Vestiges: An Inspiration"

### Harper College Graphic Arts Competition

May 2015-2016  
1st place Design Layout - 2015  
3rd & 1st Place in Poster Design - 2016

### ILMEA Art Cover Contest

Jan 2016

## Experience

### Freelance Graphic Designer | Chicago, IL

August 2019 - Present

- Commissioned by clients to create illustrations, retail, and logos.
  - Creating animations for a developing AR app for iPhone/Android.
- Software: Adobe Illustrator, Clip Studio Paint*

### LOUD.Global | Chicago, IL

Illustrator/Designer Intern | Feb 2020 - March 2020

- Illustrated and designed original works based on diverse prompts that effectively represent the client's proposal.
- Incorporated feedback from the director, and client while completing the work at desired deadline.

*Software Used: Adobe Illustrator, Clip Studio Paint*

### DePaul Game Studio | Chicago, IL

Technical Artist | November 2018 - June 2019

- Modeling and branding for a large scale, multi-year, Unreal game project that simulates a professional game industry environment.
- Collaborated with the concept artist to create an animatic for the game intro.

*Software: Blender, Unreal Engine, Adobe Illustrator, Adobe Photoshop*

### Wndr Museum | Chicago, IL

Animator/Design Intern | Feb 2019 - June 2019

- Extend conceptual ideas into compelling designs that represents the exhibition identity.
- Designed and mocked up retail (stickers, postcards, apparel) for the museum's store.
- Created animations for the museum's social media.

*Software: Adobe After Effects, Adobe Illustrator, Adobe Photoshop*

### The Cities Project | Chicago, IL

Communications Intern, Graphic Designer, Mentor | Apr 2018 - Sep 2018

- Created animations and content while scheduling posts for the company's social medias.
- Designed original superheroes for children, in collaboration with Adriaen Black.
- Mentored individual students in the South Side of Chicago.

*Software: Adobe After Effects, Adobe Illustrator, Adobe Photoshop*

### Chicago Housing Authority | Chicago, IL

Design Mentor | Jun 2018 - Aug 2018

- Tutoring teens to become creators with art and design skills.
- Fostered leadership qualities through team-building and conflict resolution exercises.

## Involvement

### Art, UI, Community Manager | Pillars of Creation | 2020 - Present

- Illustrated card art, design UI assets, manages the team's social medias, and helps schedule meetings.

### Social Media Manager | DePaul AIGA | 2018 - 2020

- Created and regulated content for chapter's social medias. Previously content creator and board member.

### Art Lead | Clever Girl: VR Game | 2019

Supervised to develop a VR game. Created 3D environments, rig,s animation, and trailer.

### Art, Voice Actress | Dwelling Part 0 | 2019

Designed merchandise and voiced acted for an indie game. Featured in 2D Con 2019 and VGM Con 2020.

### Member | Chicago AIGA | 2018 - 2019