



# Andrea Gonzalez

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## EDUCATION

**Virginia Commonwealth University**, Richmond, VA — August 2021 - May 2025

*Bachelor of Fine Arts in Communication Arts, Concentration in Visual Effects*

## PROFESSIONAL EXPERIENCE

**Practice Promotions**, Remote — January 2024 - Present

*Web Intern*

- Adobe XD, Adobe Photoshop, Adobe Illustrator, Monday.com
- Contributed to marketing for physical therapy clinics and their web presence
- Designed website headers and social media graphics
- Collected & organized necessary materials from the client for Front-End Developers & Website Coordinator to develop website

**JOI Neuron**, Roanoke, VA — June 2023 - September 2023

*Colorist & Character Modeler*

- Adobe Photoshop, Autodesk Maya, Snapmaker Luban, 3D Printer
- Communicated within an international team in both English & Spanish
- Provided educational materials aimed to engage elementary school age children
- Colored & rendered lineart provided by the primary illustrator
- Modeled 5 distinct 3D models of the books' main character from model sheets

**Taubman Museum** — June 1 - June 17 2023

*Summer Intern*

- Adobe Illustrator, Word Suite
- Compiled research on artists and transcribed handwritten accounts for a planned exhibits
- Planned & ideated possible museum activities with the other interns, conscious of budget
- Assisted during museum events, like events outside of regular museum hours and an art festival

## PROJECT EXPERIENCE

**Tardi-Touille**, Short — April 2025

*Modeling, Texturing, Practical & Digital Effects*

- Collaborated with another student, Hanna Chou, to produce a short featuring an animated 3D character
- Utilized a mixture of practical & digital effects
- Provided the textured character model
- Prepared raw footage & edited clean plates in preparation for compositing in the animated character

**Bluejay's Cathedral**, Environment Art — January—April 2025

*Modeling, Texturing, Gameplay*

- Autodesk Maya, Substance Painter, Substance Designer, Unreal Engine 5
- Self-directed and coordinated a complete packaged game
- Compiled research on targeted architecture style, drew concept art & prop sketches
- Modeled and textured assets
- Set up lighting, UI, and gameplay elements for the final scene in Unreal Engine

## SKILLS

*Proficient in various 3D Modeling Programs & Techniques* | Maya | Blender | ZBrush

*Strong Knowledge of Texturing and Lighting* | Substance Painter | Substance Designer

*Experience Making and Packaging Games* | Unreal Engine 5

*Basic Knowledge of Rigging & 3D Animation*

**English** | Native/Bilingual Proficiency

**Spanish** | Native/Bilingual Proficiency