



Andrea Gonzalez

Roanoke, VA | andreagonzalezart.com | andrea.gonzalez.illustration@gmail.com

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, Figma
- 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 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

PROJECT EXPERIENCE

Tardi-Touille, Short — April 2025

Modeling, Texturing, Practical & Digital Effects, Digital Compositing

- 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
Proficient in Blueprints Visual Scripting | Unreal Engine 5
Intermediate Experience in Web Development | Wordpress
Basic Knowledge of Rigging & 3D Animation
Basic Coding Knowledge | Python

English | Native/Bilingual Proficiency

Spanish | Native/Bilingual Proficiency