



Gethsemane Gonzalez

Visual Development | Design | Illustration

Los Angeles, CA

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EDUCATION

Otis College of Art and Design

B.F.A Digital Media, May 2022

SKILLS

Artistic

- Visual Development
- Environmental Design
- Background Design
- Background Paint
- Character Design
- Visual Storytelling
- Color Scripts
- Illustration

Software

- Adobe Photoshop
- Adobe After Effects
- Autodesk Maya
- Clip Studio Paint
- Procreate
- Blender
- Canva
- Microsoft Office Suite

Language

- English
- Spanish

EXPERIENCE

Freelance Artist | 2017 - Present

- Concept and Illustration for independent projects and clients including published anthologies such as Psyncin in the ZaiNE and Happily Ever After
- Collaborated in deadline-driven environments with 30+ creative individuals to design and create a variety of illustrations from concept to completion.

Teaching Assistant | Jan 2020 - May 2022

Otis College of Art and Design

- Worked alongside instructors in a professional setting with lesson planning and implementation each week.
- Taught 80+ students traditional and digital art mediums through lessons, demonstrations, and giving critiques on assignments.
- Scheduled and managed class Zoom sessions, screen share, and recordings of each class

The Essentials | 2021 - 2022

- Assisted in teaching students about visual storytelling, composition, lighting, and color for illustration in digital and traditional mediums through feedback, critiques, and paint overs

Dynamic Urban Environment Sketching | 2021

- Helped students learn how to design urban environments in an appealing and visually interesting manner through the use of architectural design, lighting, and composition

Visual Poetics | 2020

- Taught students learn how to plan, film, and edit music videos using Premiere Pro and After Effects with different camera angles, transition effects, and shot compositions to create a video that shows proficiency with visual storytelling

Character & Background Designer | Sep 2021 - May 2022

USC Advanced Game Program

That's Not How It Happened

- Provided concept sketches and final assets for characters, environments, and prop assets while meeting deadlines and going through weekly revisions
- Collaborated alongside 20+ creatives under the guidance of the game and art directors to create original artwork and game assets in a timely manner