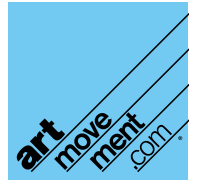


# Jason Flores

Graphic Design

jason@artmovement.com  
915.355.6152  
<https://www.linkedin.com/in/jflo358>

PORTFOLIO/REELS:  
[www.artmovement.com](http://www.artmovement.com)



## OBJECTIVE:

Focusing my efforts to lead and pioneer visual styles at AAA quality that will engage, inform or delight in different media.

## RELEVANT QUALIFICATIONS & SKILLS

- Graphic Design direction and idea execution
- Illustration skills that include digital & hand drawing
- Photoshop matte painting, retouching and coloring
- Key Art design for publishing & advertising
- Storyboard panels for both live-action and 2d animation
- Typographic design & brand architecture
- 2D and 3D Compositing for digital or print design
- Animated graphics through Adobe Software
- Pre-visual keyframe concepts for channel marketing
- UX/UI prototyping and design
- Iconography / Vector Graphics
- Package design / Print advertising
- Strong eye for photographic composition and studio lighting
- 3D Rendering, Texturing & Lighting in Cinema 4d & Maya
- Experience drawing characters, anatomy, vehicles, landscapes in various styles (cartoons, real, comic book, games)

## ENTERTAINMENT / AGENCY EXP

WARGAMING.NET  
Emeryville, CA

Sr. Graphic Designer

Sept. '13 - Present

COAKLEY & HEAGERTY  
San Jose, CA

Art Director

June '11 - Sept. '12

Experience from 2000 - 2011 visit : <https://www.linkedin.com/in/jflo358>

## EDUCATION

THE UNIVERSITY OF TEXAS EL PASO 2003

- BFA in Graphic Design
- Minor in Painting

## CERTIFICATES & TRAINING

BAY AREA VIDEO COALITION  
Certificate in Animation and Motion Graphics  
2012 / 2013

STORYBOARD.ORG  
Learning and training  
2016

## SOFTWARE EXPERIENCE LIST

Adobe Creative Cloud Suite 2016

- Photoshop
- Illustrator
- Indesign
- AfterEffects
- Animate

Maxon

- Cinema 4D

Autodesk

- Maya (Rendering / Texturing / Lighting )
- Sketchbook

## PROJECT MANAGEMENT

- Jira
- Basecamp