

Alpha Gamboa

Email: blackbookalpha@gmail.com

Portfolio: <https://blackbookalpha.com/>

Experience

2024 - CURRENT

Project Manager - Dynamico Space

- Planned multinational immersion programs and workshops for international students
- Directly managed and led externs and new talent in exploring, ideating and building product prototypes, workshop participations and pitch deck presentations
- Connected specialized professionals to students in fostering communication skills, career-coaching and continuous mentorship
- Collaborated with managers, key executives and investors to arrange and conduct on-site office tours, live startup pitch nights and private cultural exhibits

2018 - CURRENT

Artist / Designer / Videographer - Freelance

- Provided graphic design, illustrations, concept art, UI/UX design, 3D orthographic mockups and print materials to clients
- Produced high-quality marketing videos, social media campaign ads, shot planning, motion graphics, lighting, set construction, audio/equipment/inventory management

2020 - 2021

Concept Artist - Pro Unlimited @ EA/Maxis

- Constructed object concepts, 3D orthographic models, room views and clothing designs for EA/Maxis 'The Sims 4' (Star Wars: Journey to Batuu Game Pack, Snowy Escape Expansion Pack, Cottage Living Expansion Pack)
- Facilitated proper file-naming conventions of assets for Sims 4 expansion packs

2016 - 2018

Senior Designer - EnChroma

- Improved visual designs, UI/UX and lifestyle images throughout company's website
- Optimized shop page designs for a cleaner, more user-friendly shopping experience
- Delivered web, mobile, print and packaging designs from concept to completion

2014 - 2017

Concept Artist (Freelance) - Lab Zero Games

- Generated additional art, model sheets and move ideas for in-game characters and enemies for action platforming game 'Indivisible'
- Storyboarded cutscenes and character illustrations for 2.5D fighting game 'Skullgirls'

2013 - 2016

Founder / Design Lead - Aeus Tech, Inc.

- Established app development company providing outsourcing solutions to clients
- Managed outsourced planning, development and documentation of art/design pipelines
- Ensured consistent visual presentation & interface throughout mobile/wearable devices

2012 - 2013

Senior Artist – Nexon M

- Illustrated character portraits for social strategy role-playing game 'Shadow Alliance'
- Created concepts, characters and marketing materials for mobile game 'Apoc Wars'

2010 - 2012

Artist – Disney Interactive

- Designed and implemented art assets for social games 'GnomeTown' and 'Wild Ones'
- Trained artists into game's production pipeline

2007 - 2010

Concept Artist – Skullgirls (Pre-Alpha)

- Made concept art and illustrations for 2D fighting game project 'Skullgirls'

Skills

- **Graphic Design:** Strong foundation in visually communicating rough ideas into refined graphics, illustrations, brand identity, visual design, art and iconography
- **Digital Art:** High proficiency in industry-grade software tools like Photoshop, Illustrator, Clip Studio Paint, ProCreate and SketchUp
- **Traditional Art:** Skilled in learning traditional drawing/painting techniques and reverse-engineering art styles
- **Visual Design:** Versatility in creating graphics, illustrations, UI/UX design for web, mobile and print-ready production files
- **Digital Media Marketing:** Experienced photo/videographer and editor duties involving color correction, large file transfers and social media campaign work highlighting high-quality images and short-form marketing videos

Working Knowledge

- Game Engines: Unity, Unreal
- 3D Programs: Blender, Maya
- AR/VR: Oculus Medium, Quill
- Design Boards: Canva, Miro
- Project Management: Asana, Jira, Trello

Education

Sept 2004 - Dec 2005

Clark College, Vancouver WA - *Undergraduate Studies*

GPA: 3.47

Major: Graphic Design

Course Outline: Motion Graphics and Animation, Drawing, Graphic Design, Traditional and Digital Photography, Sculpture, Japanese

Honors: Dean's List, Edda McCordic Talent Award for Art

Dec 2003 - July 2004

Highline Community College, Des Moines WA - *Undergraduate Studies*

GPA: 3.28

Major: Graphic Design

Course Outline: Graphic Design, Drawing, Traditional Photography, Sculpture

Honors: Dean's List

Awards / Publications

Videogames: Design/Play/Disrupt (2018) - V&A Museum, London UK

Skullgirls - Nominated for Best Animated Video Game (2013) - Annie Awards, Los Angeles CA

Guinness World Records Gamer's Edition (2013) - Jim Pattison Group, Vancouver BC