

Alpha Gamboa

Email: blackbookalpha@gmail.com

Portfolio

<https://blackbookalpha.com>

<https://www.artstation.com/blackbookalpha>

Experience

2020 - CURRENT

Concept Artist - Pro Unlimited @ EA/Maxis

- Constructed object concepts, room views and clothing designs for EA/Maxis 'Sims 4'
- Facilitated proper file-naming conventions of assets for Sims 4 expansion packs

2018 - 2020

Artist / Designer - Freelance

- Designed graphics, art, illustrations for web, mobile, social media and physical products

2016 - 2018

Senior UI / Graphic Designer - EnChroma

- Improved UI layouts, UX, graphics 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

- Provided additional concept 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 / Lead Designer - Aeus Tech, Inc.

- Established app development and mobile gaming company (bootstrapped)
- Developed creative solutions towards initial design constraints of smart watches
- Ensured consistent visual presentation & interface throughout mobile/wearable devices

2012 - 2013

Senior Artist / Animator - Nexon M

- Illustrated character portraits for social strategy role-playing game 'Shadow Alliance'
- Created concepts, characters and marketing materials for mobile game 'Apoc Wars'
- Animated 2D in-game sprites, game assets and effects for 'Apoc Wars'

2010 - 2012

Artist – Disney Interactive / Playdom

- 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)

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

Skills

- Adobe Creative Suite
- Photoshop
- Illustrator
- Premiere
- Clip Studio Paint
- HTML / CSS
- Figma (Sketch, InVision)

Working Knowledge

- Unity Game Engine
- Oculus Medium + Quill
- Jira

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