rainslices

illustrator ✦ animator ✦ game developer

EDUCATION

✦ **Figure Drawing, Figure Invention, Storyboarding, Environment Design, and Animation**
Information and Communications Technology Academy (iACADEMY) | 2019-2025

✦ **Computer Animation Class**
Oakridge International School of Young Leaders | 2017-2018

COMPUTER/ GRAPHIC DESIGN SKILLS

✦ **Expert in Photoshop CC 2014**
✦ **Comfortable in Autodesk Sketchbook**
✦ **Comfortable in Toonboom Harmony, Storyboard Pro, Ren'Py, HTML/CSS, and data entry**
✦ **Familiar with Adobe After Effects and Adobe Premiere Pro**

✉ rainslices@gmail.com
📱 +63 967 241 1153
📍 Philippines

Bē ✦RAINSLICES✦
🦋 @rainslices
🎮 @rainslices

ABOUT ME

Freelance artist and animator by day, funky indie game dev by night— has an immense passion for illustration and character concept art!

A detail-oriented individual with an eagerness to expand on skills. Enjoys collaborating with other artists and creatives. Passionate about compelling stories and characters, and most especially about pretty outfits.

WORK EXPERIENCE

Provided UI studies and wireframe mockups that followed the intended style of the project.
- Worked within very tight deadlines
- Created reusable UI components that allowed for faster development of the project
- Portfolio showcase upon request

UI ARTIST
2023 - 2024
ZaNet Analytics Corporation

Collaborated with other art departments to create cohesive style for the demo version of *Keyframes (Spring Demo)*.
PLAY NOW: **Keyframes (Spring Demo) on Itch.io**
- Created project "style bible"
- Gave art direction for CGs, character sprites, and environmental background assets used
- Created polished UI assets

ART LEAD & UI ARTIST
2023 - 2024
(BLANK) House Studio

Collaborated with 3D artists in designing schematics for character reference sheets.
- Designed rough sketch concepts for the main playable character in accordance with references and 3D style guide

ART CONTRACTOR
2022 - 2022
Strawchild Games

Worked on projects for both local and international clients, providing concept studies and UI assets.
- Created UI assets, animation assets, and promotional for mobile app *Viajero*, a game based on the story of the viajeros in what became known as the Caboloan Cattle Caravans.
- Created enemy and item concept art (Contact for project portfolio)
- Created character sheets and scene assets for a short film motion graphics project
- Created UI studies and UI assets for a Gamified Learning Application / LMS

2D ARTIST INTERN
2022 - 2023
Taktyl Studios