

# Sarah Cassandra Ortiz

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## WORK EXPERIENCE

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### 2K Publishing

Jan. 2019 – Jan. 2020

*Media Specialist*

*Novato, CA*

- Captured game footage for use in trailers, and social media assets for various game titles.
  - Four shots done for Moxxi's Heist Reveal Trailer for Borderlands 3.
  - Contributed three screenshots for Borderlands 3's Twitter account.
- Excelled in project management and asset management standards under tight AAA deadlines.
  - Organize, archive, and back up assets.
- Strong working knowledge of various game debug systems.
- Strong eye for composition and high level of attention to detail.
- Thick skinned, good listener and able to take constructive criticism.

### Freelance

Jan. 2015 – Current

*Illustrator*

*San Francisco Bay Area, CA*

- Fulfill client's expectations while keeping to deadlines.
- Prepare illustrations or rough sketches of material while discussing them with clients.
- Proficient with digital artwork in Adobe Suite.

### KIXEYE

Oct. 2016 – Dec. 2017

*2D Game Artist*

*San Francisco, CA*

- Implemented Unity assets and archives of the mobile game, Kingdom Maker.
- Collaborated with senior artist inside Unity's 2D Anima program.
- Created 2D Art assets of base outfits, facial features, weapons, and items for male and female characters.
- Illustrated backgrounds for UI.

## EDUCATION

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### Academy of Art University

May, 2014

*BA, Illustration*

*San Francisco, CA*

- Published artwork in "Visual Design Concepts For Mobile Games" by Christopher P. Carman.
  - Page 95; 1st Edition
- Sony Online Entertainment G.I.R.L. Scholarship Program
  - Semifinalist
- Gallery of six pieces showcased for the Fall '13 semester in AAU's Library.
- Attended AAU's Ideation Club.

## SKILLS & INTERESTS

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- **Skills:** Adobe Photoshop CC, Adobe Illustrator CC, Unity, Unreal, Hansoft, Jira, Perforce
- **Interests:** art; video games; hiking; traveling; cocktails; dogs