

GRETSELLE RIVERA



gretshelleart@gmail.com
gretshelle.wix.com/portfolio
twitter.com/cosmicloak
instagram.com/cosmicloak
cosmicloak.etsy.com



ABOUT

I'm a Los Angeles based illustrator with 5+ years of professional freelance experience where I've worked both individually as well as in teams.

While I've done a wide range of styles and moods in illustrations, where I especially shine is with projects where I get to dive deep into fun, bright colors-- any sort of colorful melancholy or surrealism are my favorite!

Currently, my biggest body of work is with tatteredweave.com which includes game assets like customizable avatars and game splash backgrounds.

ADAPTIVE+TIME MANAGEMENT

Constantly improving and adapting during & after each project. I am driven to learn both in the work environment & off the clock. My biggest strength has always been meeting deadlines-- I can handle large volumes of work in a fast environment, and without sacrificing quality.

DRIVEN

I derive satisfaction from conceptualizing new original projects, completing given tasks, discovering new challenges and creating quality artwork for all ages.



PUBLISHED + RECOGNITION

"Retrospective", Cover Artist, Voltron Artzine (2019)
Ghibli Fanzine, Artzine (2017-2019)
"Sea of Memories", KAIBA artzine (2019)
"Decadence", Steven Universe Artzine (2018)
"Shattered", Houseki No Kuni Artzine (2018)
Objecthead Zine, Art Anthology (2016-current)
Pthaloblack Collective, Core Artist (2016-2017)
"Songs from Mt. Ebot", Vol.1 +2, Artzine (2015-2016)
"Crystal Gem Club", Steven Universe Artzine (2015)
"So Cool" storyboards, "The Taffetas" (2012)

EXPERIENCE

BACKGROUND PAINTING FOR ANIMATION: "Good Advice Cupcake" | BUZZFEED MARCH 2019-MARCH 2019

Illustrated full color backgrounds for animation in Flash CS6. Worked directly and reiteratively with an animation team to produce high-quality artwork under strict deadlines.

Created special-edition promotional illustration for company instagram account.

LEAD ARTIST: PROPART + BACKGROUNDS | "Tattered Weave" | Mythmakers AUG 2016-CURRENT

Designed clothing and prop art for character dress-up game; items I created increased sales. Ensured each item icon exuded life & energy while also adhering to character base. Created full color background illustrations & web spot illustrations based on game's thematic elements. Received & gave reiterative feedback with full team and art director under scheduled deadlines. Work done in remotely. Deadline and communication intensive.

ILLUSTRATION + CHARACTER DEVELOPMENT + CHARACTER DESIGN AUG 2016-JAN 2017

Responsible for 2-D art assets for 2 games including:

"Petlandia", Mind Candy - Worked directly & reiteratively with art lead to develop illustrated animal characters & character sheets for pet game.

Ensured each dog breed portrayed fun & distinct personalities.

"Hatchlings" - Facebook Game - Illustrated collectable creatures with matching environments.

Work done in a long distance employment situation with clients. Deadline and communication intensive.

VISDEV + GUI ARTIST "Malu: Factions" | BurningDog Media JAN 2014-APRIL 2015

Responsible for colorscripts, revising designing healing item concepts unique to each environment in game. Redesigned main alien species for animated storyboards, reiterative intensive.

All work done long-distance from client and worked within a diverse team comprised of global talent.

Responsible for 2-D GUI icons and art assets for 2 mobile games including:

"Sticky Fingers" - Tasked to create cartoony expressions for jelly characters and fully illustrate level map.

"Scotty's Sudoku" - Created Korean food-themed icons for sudoku menu & illustrate a portrait of "Scotty"

ILLUSTRATION + MERCHANDISE DESIGN MAY 2011-CURRENT

Remote work creating original illustrations upon client request. Deadline and communication intensive.

Conceptualized designs for physical products, like keychains, stickers & books for online stores.

Managed fulfilling orders, restocking & storefront.

SKILLS

Indesign, Flash CS6, Toon Boom, Photoshop CS6

Adobe Illustrator, Adobe Creative Suite (CS5-CS6)

5+ years experience in Illustration, Storyboarding, Visual Development & Storybook Art.

EDUCATION

St. Mary's College of Maryland

BA in Art & Art History

2010-2014 Magna Caum Laude

School of Visual Arts

Illustration Intensive Summer Session July- August 2013