Elizabeth Grijalva

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Skill and Abilities

FAST LEARNER, EXCELLENT MEMORY, COMMUNICATION SKILLS, ORGANIZATION ARTISTIC BACKGROUND (ILLUSTRATOR, BACKGROUND ARTIST, LAYOUT ARTIST, PROPARTIST, 2D ANIMATOR)

CAN LIFT UP TO SO ILBS ALONE, ABLE TO STAND ON FEET FOR +3 HOURS WITHOUT A BREAK

Software Skills

PROFICIENT KNOWLEDGE:

ADOBE PHOTOSHOP, AFTER EFFECTS, FLASH/ANIMATE, ILLUSTRATOR
MICROSOFT WORD, POWERPOINT, EXCEL, OUTLOOK
BASIC KNOWLEDGE:

AUTODESK MAYA AND MAX, ZBRUSH, UNITY ENGINE

Experience

CARTOONISTIFUDIZINE- THE PEOPLE OF PORTLAND'S MAGAZINE 2014

I PROVIDED ARTWORK FOR AN INDEPENDENT MAGAZINE IN PORTLAND, OREGON. THE MAGAZINE USES MY ART FOR THE LETTERS TO THE EDITOR PAGE PLUS PORTRAITS FOR AUTHORS.

MY PROVIDED ARTWORK IS SEEN IN THE VERY FIRST ISSUE OF THE MAGAZINE.

20 ASPECTS & VOCAL/SOUND EFFECTS |"THE SHOOTOUT" |2014

I WAS TASKED WITH CREATING 2 D ASPECTS FOR THE FILM PROJECT "THE SHOOTOUT". THE MOST NOTICEABLE PIECE OF 2D IS THE CREDITS, WHERE I PIECED TOGETHER AND ANIMATED THE SEQUENCE.

I WAS ALSO TASKED WITH PROVIDING VOICES FOR THE HERO AND BEE FOR THE VIDEO PROJECT, AS WELL AS PROVIDE SOUND AND AUDIO. THIS NOT ONLY GAVE ME A CHANCE TO DO MORE FOR MY GROUP, BUT IT GAVE ME AN UNDERSTANDING OF HOW TO ADD SOUNDS TO A VISUAL PIECE OF ART.

PRESIDENT | GAME DEVELOPMENT CLUB | 2015

I WAS IN CHARGE OF THE ART INSTITUTE'S GAME DEVELOPMENT CLUB FOR MY FINAL YEAR AS A STUDENT. I WORKED WITH PLENTY OF STUDENTS WHO WANTED TO CONNECT WITH OTHERS OF SIMILAR INTERESTS AND WORK TOGETHER TO CREATE A FUN BOARD GAME FOR OTHERS TO ENJOY. OUR GROUP AVERAGED OVER GO SIGN UPS A QUARTER, MANY OF THEM SIGNING UP UNDER MY RECOMMENDATION. I EXERCISED DIFFERENT LEADERSHIP ABILITIES AND MANAGED TO CREATE STRONG RELATIONSHIPS WITH PEOPLE TO OTHERS.

Education

BACHELORS OF SCIENCE 2015 MEDIA ARTS AND ANIMATION

I COMPLETED MY MEDIA ARTS AND ANIMATION DEGREE IN 2015. I WORKED WITH A VARIETY OF INSTRUCTORS WITH EXPERIENCE IN THE INDUSTRY, WITH THIS KNOWLEDGE, I AM ABLE TO GRIP AN UNDERSTANDING OF MODERN AND SOCIAL MEDIA AND POPULAR CULTURE.