

# ANA TAVERA MENDOZA

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## SUMMARY

Dedicated, autonomous, and adaptable graphic designer and game designer with a strong background in graphic design, an eye for detail, and who thrives when working in teams and solving problems.

## WORK EXPERIENCE

### **Co-Founder, Game Designer, 2D Artist, Graphic Designer**

*Elusive Lollygaggers, Montreal, May 2016 - August 2017; 1 year 3 months*

Responsible of art and promotional assets, as well as co-writing and co-designing a dating simulator. Showcased at MIGF 2016 and MIGS 2016.

### **Front-End Web Development Intern, Graphic Designer**

*NeuroTechX, Montreal, October 2015 - March 2016 ; 6 months*

Responsible of developing pages for the organization's numerous chapters spread worldwide, developing a news platform based on neurotechnology, and creating logos and banners as per the organization's demands.

### **UX Design and Arduino Mentor**

*Critical Hit Montreal, June - August 2015 ; 3 months*

Provided technical assistance and UX design feedback that helped participants improve their experimental games. Mentored the creators behind We Are Fine, We'll Be Fine, a game about structural oppression that uses hand-holding as a core mechanic.

### **Game Designer, 2D/3D Artist, Graphic Designer**

*Critical Hit Montreal, June - August 2014; 3 months*

Worked in the game incubator as a 2D artist, an animator, and as an UI designer, in teams that delivered 4 weekly game prototypes as well as a completed project.

## TECHNICAL SKILLS

- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- Graphic Design
- Blender 3D
- Autodesk Maya
- 2D/3D Animation and Rigging
- Unity 3D
- Microsoft Office Suite
- Prototyping with InVision
- C#, Java-Processing, Arduino
- HTML, CSS, Javascript

## LANGUAGES

- **English**, written and spoken at a full professional proficiency level
- **French**, written and spoken at a full professional proficiency level
- **Spanish**, written and spoken at a native proficiency level

## EDUCATION

### **AEC, Independent Video Game Design**

*Dawson College, Montreal, 2015- 2017*

Recognition awarded for quality of work

### **BFA, Specialization in Computation Arts**

*Concordia University, Montreal, 2010 - 2015*

Final Graduation GPA: 3.24 / 4.0

### **DEC en Arts et Lettres, Profil Multimédia**

*Collège Jean-de-Brébeuf, Montreal, 2007- 2010*

## ACCLAIMED PROJECTS

### **NESTLING**

*Best Project Award*

Dawson College, class of 2017

### **MYoDOWNTIME**

*Grand Prize Finalist, won the EERS Sponsor Prize*

AngelHack Montreal 2015

### **DEATHWHIFF 3000**

*Showcased at Toronto Digifest 2015 at the Pleasure Room  
Concordia University Independent Study, Fall 2014*

### **NEURALDRIFT**

*Most Creative Project Award*

WearHacks Montreal 2014

### **MORPHLERS**

*Best Art Direction Award*

Ubisoft Academia 2014