

ANA TAVERA MENDOZA

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SUMMARY

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

WORK EXPERIENCE

Motion Graphics Designer (freelance)

CINCO, Montreal, November 2017 - Present

Responsible of the creation of motion graphics footage and assisting with other relevant tasks, with the end goal of enabling CINCO to present marketing campaigns to clients.

2D Artist, Game Designer, Cofounder

Elusive Lollygaggers, Montreal, May 2016- August 2017

Co-designed a dating simulator, provided all of the game's art assets and art direction, and created promotional assets and banners for the project's showcase at the Montreal International Games Summit (MIGS) 2016 and at the Montreal Indie Game Festival (MIGF) 2016.

Front-End Web Development Intern, Graphic Designer

NeuroTechX, Montreal, October 2015 - March 2016

Created web pages for the organization's chapters, developed a news platform based on neurotechnology, and created logos and banners as per the organization's needs and demands.

UX Design and Arduino Mentor

Critical Hit Montreal experimental games incubator, June - August 2015

Provided technical assistance, feedback, and mentorship to participating game designers. Created and coordinated workshops introducing the public to the creation of games with experimental controllers.

2D/3D Artist, Game Designer, UI Designer

Critical Hit Montreal experimental games incubator, June - August 2014

Worked as a 2D animator, 3D modeler, game designer and UI designer with four different teams that each created a weekly experimental game prototype. Six more weeks were dedicated to polishing and finalizing one of those games.

TECHNICAL SKILLS AND MASTERED SOFTWARE

- Graphic design
- Web Design
- 2D/3D Animation & Rigging
- Game Design Documents
- HTML, CSS, C#
- Adobe Photoshop
- Adobe Flash / Animate
- Adobe Illustrator
- Adobe AfterEffects
- Arduino
- Unity3D
- Blender 3D
- Autodesk Maya
- InVision
- Microsoft Office Suite

EDUCATION

AEC, Independent Video Game Design

Dawson College, Montreal, 2015- 2017

Graduated with Honors

BFA, Specialization in Computation Arts

Concordia University Montreal, 2010 - 2015

Final GPA: 3.24 / 4.0

DEC en Arts et Lettres, Profil Multimédia

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

SPOKEN LANGUAGES

- **English** :Professional proficiency
- **French** :Native speaker
- **Spanish**:Native speaker

AWARD-WINNING PROJECTS

NESTLING

Best Project of the Cohort Award

Dawson College, Class of 2017

Roles: Art Direction, 3D Modeling and Animation

MYoDOWNTIME

Grand Prize Finalist, Winner the EERS Sponsor Prize

AngelHack Montreal 2015

Roles: UX/UI Design, Front-End Development

DEATHWHIFF 3000

Showcased at Toronto Digifest 2015, in the Pleasure Room

Concordia University Independent Study, Fall 2014

Roles: 2D Art and Animation, Game Design

NEURALDRIFT

Most Creative Project Award

WearHacks Montreal 2014

Roles: Lead Designer, UI Artist, UI/UX Designer

MORPHLERS

Best Art Direction Award

Ubisoft Academia 2014

Roles: Level Designer, Environment Artist