

# Jesse Munguia

2D/3D Game Artist and Animator

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in [Linked In](#)

## Professional Experience



**Pixel Artist, Cyclone** 2021

- Designed and created textures for multiple custom content packs for the Minecraft Marketplace.
- Worked closely with Art Lead and Art Director to render and paint Marketing promo art in Blender and Photoshop.

**Contract Artist, Microsoft - Minecraft** 2020

- NDA

**Contract Pixel Artist, Roboto Games - Last Mage Standing** 2020

- Worked closely with the Art Director to conceptualize and create four environment landmarks and props.
- Designed and created 8 unique tilesets of different dimensions.

**Contract Pixel Artist/ Animator, Digital Continue LLC - SuperMash** 2019

- Created 8 sets of character animations totalling 110 completed animations following style guide requirements and frame budgets.

**Environment Pixel Artist, Pauldron Games - Undisclosed Project** 2019

- Worked closely with lead gameplay designer to create three top-down tilesets that fitted the needs of the custom map editor.
- Created 61 props and environmental decorations that match the visual style of the project.

## Academic Projects



**Arc Apellago, Art Director**

2D Floating-Island Action Platformer | 12 team members

Aug 2019 – May 2020

[Available on Steam](#)

- Lead Art team through several milestones by providing individual feedback and art reviews, as well as learning resources targeted to each member's role.
- Designed a comprehensive style guide defining the visual aesthetic of the project.
- Managed art production by creating a team schedule, assets list and establishing animation frame budgets.
- Established an art pipeline to track and improve the implementation of hand-drawn animations in the custom engine.
- Worked closely with the tech team to ensure the custom engine had the necessary tools and support for the art team. (Animation importer, particle system, and texture hot reloading support)

**DeltaBlade 2700, Lead Artist**

2D Local-Multiplayer Action Platformer | 10 team members

Jan 2019 – Aug 2019

[Available on Steam](#)

- Directed the art production of the project through several milestones and deadlines (IGF, PAX, and Steam) with a team both on-site and geographically dispersed.
- Created background art, tileset, and most of the character animations.

**Gunslinger, Solo Artist**

2D Action Gun Duel | 4 team members

Oct 2018 – Dec 2018

- Created all the art assets for the project (character animations, background art, tile-set, UI and, environment)

## Skills



### Software

Aseprite  
Photoshop  
Blender  
Unreal Engine 4

### Skills

Environment Art  
Animation  
Concept Art  
Texture Work  
Lowpoly 3D  
2D Art

### Familiar

VFX Creation  
Substance Painter  
Shader Graph  
Gamedev pipelines  
Custom Game Engine  
Custom Tools  
Git  
SVN

### Soft Skills

Remote-work  
Communication  
Time Management  
Teamwork  
Leadership

### Spoken Language

Spanish  
English

## Education



**DigiPen Institute of Technology**

## Awards



**Robert B. McMillen Foundation Scholarship Recipient**

## Interests



Origami  
Game Jams  
Basketball