



Erik Angel Montoya
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SKILLS

- Ability to prioritize and balance workloads
- Knowledge of iOS Mobile Gaming Workflow
- Adobe CS5 (Flash Photoshop, Illustrator, After Effects)
- Proficient on the Mac & PC
- 2D Flash Character Design & Animation
- Character & Background Illustrations

EDUCATION

The Art Institute of California – San Francisco, CA
Bachelor of Science Degree in Media Arts & Animation 12/2008

EXPERIENCE

5/15 – 7/15

West Coast Novelty Group, Alameda, CA

Graphic Designer/ Production Artist

- Conceptualized and designed many print materials & graphics
- Developed and edited marketing collateral
- Designed Icons and logos for multiple product lines.
- Established style guides, managed tach packs & storyboards

2/12 - 11/14

Rocket Arcades, San Jose, CA

Game Artist

- Oversee entire in-game design process
- Create character animation for sprite sheets
- Design and illustrate 2D art assets

10/12 – 11/12

Sega of America, Inc., San Francisco, CA

QA Tester

- Create and execute test cases for assigned feature
- Determine root cause of issues

6/12 – 10/12

Creativity Inc., San Carlos, CA

Digital Artist / Animator

- Work closely with developers in a team environment
- Compose Key frame pixel animation
- Create 2D vector characters & backgrounds

PROJECTS

Zombite: iOS Mobile Game

Rocket Penguin: iOS Mobile Game

References Available Upon Request