

# LESLEY GARCIA

Graphic Designer

## Contact

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## Education

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### DePaul University, Chicago, IL

*BFA in Graphic Design*  
*Minor in Animation*  
*Minor in Game Design*  
June 2020

## Software

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Adobe Creative Suite  
Cinema 4D  
Blender  
Toon Boom/Harmony  
TV Paint  
Processing  
Microsoft Office  
Perforce  
Unreal Engine  
Squarespace  
Wordpress  
Wix  
MailChimp  
Procreate

## Skills

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Graphic Design  
Illustration  
Motion Graphics  
Technical Artist  
Publication  
Typography  
Branding  
Photography  
UX/UI Design  
HTML/CSS  
Social Media Management

## Achievements

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**The Washington Post**, 2020  
*Featured for Mariah On View App*

**Hyperallergic**, 2020  
*Featured for Mariah On View App*

**GDEX (Game Dev Expo)**, 2020  
*Featured for Pillars of Creation*

**DePaul Dean's List**, 2016 - 2020

**VGM (Video Game Music) Con**, 2020  
*Featured for Dwelling*

**2D Con**, 2019  
*Featured for Dwelling*

## Experience

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### Freelance Graphic Designer | Chicago, IL

August 2019 - Present

- Commissioned by clients to create illustrations, retail, and logos.
- Created animations for "Mariah On View", an AR app for iOS/Android.
- Pantelope, Los Angeles, CA. Created advertising animations for their client, Tell-Tale.

### LOUD.Global | Chicago, IL

Illustrator/Designer Intern | Feb 2020 - March 2020

- Illustrated and designed original works based on diverse prompts that effectively represent the client's proposal.
- Incorporated feedback from the director, and client while completing the work at desired deadline.

### DePaul Originals Game Studio | Chicago, IL

2D/Technical Artist, Brand Designer | November 2018 - June 2019

- Modeling and branding for a large scale, multi-year, Unreal game project that simulates a professional game industry environment.
- Created an animatic for the game intro.

### Wndr Museum | Chicago, IL

Animator/Design Intern | Feb 2019 - June 2019

- Extend conceptual ideas into compelling designs that represents the exhibition identity.
- Designed and mocked up retail for the museum's store.
- Created animations for the museum's social media.

### The Cities Project | Chicago, IL

Communications Intern, Graphic Designer, Mentor | Apr 2018 - Sep 2018

- Created animations and content while scheduling posts for the company's social medias.
- Designed original superheroes for children, in collaboration with Adriaen Black.
- Mentored individual students in the South Side of Chicago.

### Chicago Housing Authority | Chicago, IL

Design Mentor | Jun 2018 - Aug 2018

- Tutoring teens to become creators with art and design skills.
- Fostered leadership qualities through team building and conflict resolution exercises.

## Personal Projects

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### Art, UI, Community Manager | Pillars of Creation | 2020

- Illustrated card art, design UI assets, manages the team's social medias, and helps schedule meetings. Featured at GDEX 2020.

### Social Media Manager | DePaul AIGA | 2018 - 2020

- Created and regulated content for chapter's social medias. Previously a content creator and board member.

### Art Lead | Clever Girl: VR Game | 2019

- Supervised to develop a VR game. Created 3D environments, rigs, animation, and trailer.

### Art, Voice Actress | Dwelling Part 0 | 2019

- Designed merchandise and voiced acted for an indie game. Featured in 2D Con 2019 and VGM Con 2020.