ANTONIO GARCIA
Character & Background Designer

Based in Pasadena

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Education

ArtCenter College of Design
Pasadena ,CA
Bachelor of Fine Arts
With a focus in Illustration.
Anticipated Spring 2022

School of Visual Arts
New York, NY, 2016
Film Pre-College Program
I developed a short film that was screened at the SVA Theatre.

Course Projects

Character Design Class with Adam Dix
I learned how to use gesture and strong shape language to design a character lineup with expression sheets and turnarounds.

Visual Development Class with Noah Klocek
I created two key paintings, background layout and character designs.

Composition and Film Class with Bill Perkins
I learned how to create dynamic backgrounds and layouts using compositions, edge control and specific shape language.

Color and Story Class with Leia Ham
I redesigned the film Princess Mononoke. I created a color script, three key paintings, and a character lineup.

Awards & Recognition

2020
Selected to be a part of the ArtCenter College of Design 2020 Fall Mentorship Program Mentored by Karen Kuo.

Selected to be a part of the Rise Up Animation 2020 Mentorship Program Mentored by Andy Bialk.

2017
Miami-Dade County Youth Fair Scholarship-Miami, Fl
Latino Art Beat competition Honorable Mention-Miami, Fl

2016
Locust Art Builders, Locust Projects Miami, FL
Group exhibition organized by students.

Select Work Experience

William Sonoma Inc Miami, Fl, 2020-2021
Customer Service Representative

Coordinate with other departments to locate delayed orders.
De-escalate calls and answer customer questions.

SGC Arts & Entertainment Inc Miami, FL, 2016-2020
Theater Assistant

Technical support for lighting and sound during performances.
Ushering guests to seats and administering tickets.
Setting up stage props before a performance.

Software Skills

Photoshop   After Effects

Illustrator   Shotdeck

InDesign   Premiere

Languages

English Fluent

Spanish Fluent