

MARIEL RODRIGUEZ



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SKILLS

Comics
Illustration
Digital Painting
Concept Art
Environment Design
Color Theory

Photoshop
Illustrator
InDesign
After Effects
Premiere
Unity
Maya
Blender
Harmony
CSS/HTML

Team Management
Collaboration
Highly Motivated

WORK EXPERIENCE

Floyd County Productions, Background Artist | 2019-2021

"Marvel's Hit Monkey" TV Show | Designed and painted backgrounds working off of boards, 3D renders, and AD notes. Organized and supervised tasks for other painters.

"FX Archer" TV Show | Painted backgrounds based off 3D renders

Dark Horse Comics, Colorist | 2021

Unreleased Project, Comic | Designed and painted color schemes for a 5 issue mini-series based on an existing property.

Friends of Madame Whitesnake, Lead Concept Artist | 2017

"PERMADEATH" Opera | Worked collaboratively with other creatives to create concept art for environments, characters, and storyboards. Managed a small team, distributed tasks, and provided creative direction.

MassDIGI Summer Innovation Program, Art Lead | 2016

"Colloseum Coach" Mobile Game | Led a team of artists and created visual concepts, game assets, and promotional art for a mobile game project. Managed an art bible to unify art style and designed the primary UI/UX design for the project.

Frederator Networks, Social Media Intern | 2015

Created social media content, product advertisement and assets for various animation and video projects. Worked on in-betweens for animated children's shorts.

Brown-RISD Game Developers, Art Lead | 2014-2017

Various Projects | Coordinated and managed over fifty students of varying disciplines (art, audio, design, and programming) through the video game development production cycle to conceptualize, build, and playtest a working product.

EDUCATION

Rhode Island School of Design | 2013-2017

BFA Illustration
GPA 3.5

Brown University | 2014-2017

Courses in language, mathematics, and computer science.