



DANIELA DIAZ-RIVERA

VISUAL DEVELOPMENT / ILLUSTRATOR

Motivated and goal-oriented artist devoted to creating engaging visuals. Experienced in developing characters, props, and environments in a team setting for short films and games. Areas of expertise include: strong organizational and prioritization abilities, drawing and painting fundamentals, and effective communication.

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PORTFOLIO: [DANIDIAZRIV.WIXSITE.COM/WEBSITE](https://danidiazriv.wixsite.com/website)

SKILLS

- Stylistic Adaptability
- Perspective
- Hard Surface Modeling
- Proactive
- Time Management

SOFTWARE

- Photoshop
- Illustrator
- Autodesk Maya
- Zbrush
- Unreal Engine

EXPERIENCE

2022 AUG - 2022 PRESENT

CHILDREN'S BOOK ILLUSTRATOR - THE RHINO THAT I KNOW

Designed stylized animal characters and executed illustrations to author's satisfaction while also appealing to a broad audience. Contributed ideas during meetings and conceptual layouts.

2021 DEC - 2022 JULY

BACKGROUND ARTIST - BURNING ROPE

Created 2D stylized background paintings in photoshop based on real-world locations and 3D mockups, providing a cohesive set for the animation department.

PROJECTS

2021 AUG - 2021 DEC

ENVIRONMENT/PROP DESIGN - MAKE SENSE?

Refined and expanded on the approved environment and prop designs, providing orthographic views, texture callouts, and lighting scenarios to encourage a smooth transition between the art and modeling departments.

2021 JAN - 2021 MAY

CONCEPT ARTIST - PEBLITO : ROCK AND ROLL - STUDIO HALF-

Designed environments, characters, UI, and marketing visuals by combining 3D mockups and clean photoshop files to support the development of a 3D platformer game launched on Steam.

EDUCATION

UNIVERSITY OF CENTRAL FLORIDA

2016 - 2020 **SCHOOL OF VISUAL ART AND DESIGN**
B.F.A CHARACTER ANIMATION

2020 - 2021 **FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY**
M.S. GAME DESIGN - CONCEPT ART

LANGUAGES

English, Spanish