



grace marie suarez
illustrator // animator // graphic designer

WORK EXPERIENCE

Gearbox Publishing | Frisco, TX, USA
User Research Playtest Intern, *May 2019*

Provided articulate and concise feedback on an unreleased videogame project over a two-week period.

iD Software | Richardson, TX, USA
Daily Play Tester, *April 2019*

Volunteered and unpaid session providing feedback on an unreleased videogame project.

Immersive Realm LLC | Plano, TX, USA
Co-Owner, *September 2018 - Current*

Creative editing for marketing and image generation as well as lead advisor for gaming direction and acquisition. Also co-lead for on-site tech demonstrations and customer interactions.

Brash3D | Bogota, Colombia
Creative Liaison, *October 2017 - Current*

Creative practices researcher and creative direction developer for multimedia projects including animation, video games, and marketing.

Gearbox Software | Frisco, TX, USA
Daily Play Tester, *July 2016 - Current*

Volunteered and unpaid sessions providing feedback on upcoming videogame projects, product design and marketing campaigns.

Mr. Parcel | Plano, TX, USA
Sales Associate, *May 2016 - Current*

Part-time sales associate at a family-owned pack-and-ship store. Responsibilities include safely packing customers' items for transport, selecting the ideal carrier and service, and maintaining the shop as needed.

Frederator Networks, Inc. | Plano, TX, USA
Freelance Researcher, *October 2015 - March 2016*

Research and write up weekly scripts for the 107 Facts! videos for the Frederator YouTube channel. Verify facts' authenticity, pronunciation, and write each fact as it would be performed.

Rockfish Interactive | Frisco, TX, USA
Motion Graphics Intern, *April 2015 - August 2015*

Collaborated with a creative team on motion graphic design, email design, and character design, as well as 2D frame-by-frame animation in Photoshop CC.

Panopticon
Concept Artist, *August 2016 - May 2017*

In a specialized Master's program production lab, generated illustrations and 2D concepts for a puzzle-platformer video game, including character art and preliminary level designs. Also produced promotional posters for beta launch day.

CONTACT INFO

PHONE: (214) 663 - 4825

E-MAIL: gracemsuarez.tx@gmail.com

PORTFOLIO: www.gracemsuarez.com

EDUCATION

University of Texas at Dallas
Richardson, Texas, USA
MA ATEC | 2018

University for the Creative Arts
Farnham, Surrey, England
BA Animation | 2013
Foundation Arts Diploma | 2010

AWARDS

CSU Summer Arts 2016 | Monterrey Bay, CA, USA
July 2016

Selected to receive a scholarship for the "Nickelodeon: An Overview From Development To Pitch" class at Calstate Monterrey Bay, hosted jointly by CTN and Nickelodeon. We developed and produced television pitch bibles and worked with several Nickelodeon studio artists.

MULTIMEDIA SKILLS

| | |
|------------------------|--|
| Adobe Photoshop | ✓✓✓✓✓✓✓✓✓✓ |
| Adobe Illustrator | ✓✓✓✓✓✓✓✓✓✓ |
| Adobe After Effects | ✓✓✓✓✓✓✓✓✓○ |
| Adobe Premiere | ✓✓✓✓✓✓✓✓○ |
| Microsoft Office | ✓✓✓✓✓✓✓✓✓○ |
| Gamemaker Studio | ✓✓✓✓✓✓✓✓○ |
| Drawing Tablet (Wacom) | ✓✓✓✓✓✓✓✓✓✓ |
| Traditional Media | ink, pencils, markers, watercolors, camera (digital & analog) |

References available upon request.