

JIMMY VILLA

Concept Artist Visual Development Illustrator

Los Angeles, California

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Skills

Traditional art, strong communication, resourceful, collaborative, composing, Illustration, character designs, compelling artistic stories, Visual Development, time management, attentive, committed, detail-oriented, props, animation, 3d design, Photoshop, Maya, Unreal Engine, After Effects, premier, Adobe illustrator, Nomad.

Experience

Dent Fix / Warehouse Operative

March 2019 - PRESENT, Gardena

- Skilled at working independently and collaboratively in a team environment
- Self-motivated, with a strong sense of personal responsibility.
- Ability to learn quickly and adapt to new situations.

Freelance / Commissions

January 2016 - PRESENT

- Deliver commissions in a timely manner.
- Strong communication with clients to achieve the most effective piece.

Mural Design / Drafter and Painter

- Assisted with painting and laying out a mural in Otis College.

Other Work Experience

Sole Folks Collaboration with Made For Kids Malawi

- Worked with a team to make a cost effective and creative solution to block out noise for a Meditation Room.
- Designed hallway and room concepts to create creative ways to block out noise.
- Alternated leadership and organized my team's workload by relying on their overall skill.

Education

Otis College of Art and Design / Bachelor's Degree

August 2022 - May 2024, Los Angeles

- Honors Dean's List Fall 2021
- Otis College Scholarship

Interest

Gaming: gaming enthusiast mainly in a multiplayer setting

Movie Goer: watching movies that inspire or motivate.

Character Creations: games or websites that have character creators.

