

RODRIGO SALAZAR

GRAPHIC ARTIST

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PORTFOLIO
<http://digosalazar.com>

Poised to complete the task, fueled by great graphics.

I draw inspiration from all forms of art, whether it's a painting, a digital print, or simple desktop icons, they each have a way to motivate and shape my own creations. In my experiences I have worked in software development and illustration environments, working on my own tasks within a team and have found that many times they overlap. It has helped me to combine the best of both worlds to develop and design graphic art and illustrations to create a successful end product.

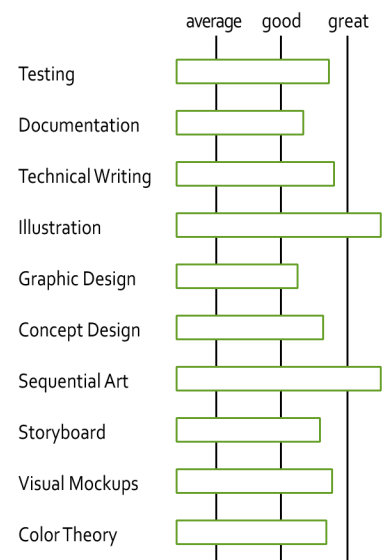
> WORK EXPERIENCE

- ReGrBI**
2008 - Present
CO-CREATOR - ARTIST / WRITER
Handled the sequential art lay out, line art, and coloring
Illustrated a majority of the background artwork and extra art assets
Collaboratively worked with other creator to storyboard and write
Posted updates and news on various social media outlets
- Future Technologies Inc.**
2012 - Present
TEST ENGINEER / TECHNICAL WRITER
Perform a variety of tests on the applications developed by the dev team
Wrote up test cases for functionality and application work-flow for users
Entered in and kept track of bugs using Team Foundation Server
Provided bug report to lead developer of outstanding bugs for next iteration
Created various art assest that include buttons, icons, splash images.
- Future Technologies Inc.**
2008 - Present
TECHNICAL WRITER / QA
Documented the programs and applications developed by the dev team
Created User Guides and manuals for each application that was developed
Made Help Files for each of the applications that was developed
Created various art assets needed for applications and presentations
Assisted dev team in testing regularly on a routine schedule
- FeelEveryYummy LLC**
GameFly Publishing:
Writer Rumble
2010 - 2012
CO-LEAD / CONCEPT ARTIST
Created sprite animations for in-game characters and other visual effects
Produced graphics, several background and user interface images
Designed visual direction and collaborated in shaping the game's aesthetics
Worked close with client to conceptualize and streamline game art assets
- Zeitgeyser LLC**
2009 - 2013
LEAD ARTIST - FREELANCE
Coordinated with project manager and produced graphics and other documents
Provided fully rendered high resolution illustrations and graphics for card game
Communicated successfully with client to complete art and graphic requirements
Created other art assets for promotional print and web material

> EDUCATION & CERTIFICATIONS

- Bachelor of Arts**
2003 - 2007
ART NEW MEDIA
minor in Art History
Pennsylvania State University
- Certification**
2014
SECURITY+ce
CompTIA

> PROFESSIONAL SKILLS



> PROFESSIONAL TOOLS

