



andrearuiz-studio.com

Andrea Ruiz Studio | Picture Books & Freelance Illustration | Current

- Writing and illustrating multiple unannounced titles.
- Freelance Illustration and Visual Development Client List:
Lucasfilm / Harper Collins / Hachette Books / Broadway Motion Design / 5th Journey

Fable Labs | Senior Concept Artist | Nov. 2013- June 2014

- Created concept art and developed new game I.P.
- Created art assets and character designs, as well as concepts for animation, V.FX and U.I elements for the game *Nerd Detective*.

Lucasfilm's *Star Wars Detours* | Concept Artist II | 2010-2013

- During pre-production, helped establish the art treatment of the show.
- Designed many "hero" characters and sets, and collaborated to establish the look-development for the *Detours* world.
- Designed characters, sets and props along with their look-development paintings, orthographic drawings, and character expression sheets.
- Illustrated matte paintings and graphic design elements.
- Created pitch artwork for Industrial Light and Magic.

LucasArts | Concept Artist | 2009-2010

- Created concept art and developed new game ideas.
- Developed the art treatment for the game *Lucidity*, and created background illustrations, map screens and title cards.
- Painted background illustrations, map screens, and title cards for *Monkey Island II*.

Pixar's *UP* | Art Intern | Summer 2008

- Trained in the shader dept. on the film. Created model packets and shader art guides for sets and props.

Awards & Education

Society of Illustrators Student Show 2007-2008
Greenwich Workshop Scholarship 2007
Zankel Scholarship Finalist 2007

San Jose State University | BFA Animation & Illustration