

SPiKiE

Angelina Ricardo

Story and Visual Development Artist



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EDUCATION

Art Center College of Design, Pasadena, CA
BFA in Illustration, Entertainment Arts Track
Graduated April 2016

EXPERIENCE

“Narbonic”, Lead Visual Development Artist, Burbank, CA
Visual Development, Character Design, and
Background Design for CG series “Narbonic”.
September 2017-
Present

Rough Draft Studios, Background Designer, Burbank, CA
Visual Development, Background Design, Layout, Clean Up
and Prop Design for “Disenchantment”.
January 2017-
October 2017

Freelance Storyboarding, Visual Development, and Illustration
Clients include Bento Box, Hasbro, Rough Draft Studios,
Deva Studios, Take 2 Games, Sketchy Panda Games, etc.
August 2012-
Present

Hasbro, Freelance Designer, Burbank, CA
Designing toy concepts and blue sky research/development
for Furreal Friends, Disney Princess, Trolls, Star wars. etc.
August 2015-
Present

SKILLS

Character Design, Color Scripting, Layout, Storyboarding, Back-
ground Painting, Toy Design.

Digital

Adobe Photoshop, Adobe Illustrator, Autodesk Maya,
Google Sketchup, Corel Painter, Storyboard Pro.

Traditional

Acrylic, Oil, Watercolor, Gouache, Ink, and Graphite.

AWARDS

Art Center College of Design, Pasadena, CA
Provost’s List
Scholarship Competition Award
“Hades and Persephone” Project displayed in Student
Gallery.
May 2014 -
April 2016