



cocodoesart@gmail.com

cococandelario.com

SKILLS

Artistic

- Illustration, Prop/FX Design, Character Design, Color Design, Sequential Art, Graphic Design

Technical

- Adobe Photoshop, Adobe Suite, Clip Studio Paint, Autodesk Maya, Google SketchUp, Google Suite, Microsoft Suite, Windows/Mac OS, Wacom Cintiq

Personal

- Communication, Organization, Teamwork, Leadership, Customer Service

EXPERIENCE

Cartoon Network Studios, Burbank CA - *Prop/FX Designer* (JUNE 2022 - JULY 2022)

- Adhered to style guidelines to create prop and effect designs for "Jessica's Big Little World"
- Consulted with supervisors weekly to review revisions

Humanmade, San Francisco CA - *Member Services Expert* (SEPTEMBER 2021 - PRESENT)

- Organized reservations, class schedules, business emails, and telephone calls
- Conceptualized and managed content for social media platforms that complied with brand guidelines

PROJECTS

"Installation Wizard," Thesis Project - *Art Production* (SEPTEMBER 2023 - PRESENT)

- Oversaw art and color direction for video game assets
- Managed stages of production and provided artistic feedback for team members

"The Magician's Protegee" Senior Film - *Cleanup Artist* (APRIL 2021 - MAY 2021)

- Flatted colors for an animated film on a fast turnaround

ACHIEVEMENTS

City of Color Zine - Merchandise Moderator (2021), Dirty Diamonds Issue 9 - Contributor (2018), Power & Magic: The Queer Witch Comics Anthology - Contributor (2016), Chuck Jones Center for Creativity "It Takes Character" - Featured Artist (2014)

EDUCATION

Laguna College of Art + Design, Laguna Beach CA - *BFA Illustration Entertainment* (FALL 2013 - SPRING 2018)