

GABRIEL RAMOS

Professional Concept Artist
& Illustrator

📍 Orlando Florida

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Skills

Adobe Photoshop



Ability to adapt to different art styles



Self Motivation



Time Management



Asset Creation



Community Events

Global Game Jam 2020 - House
Haunters

Global Game Jam 2016 - Monkoala

Extra Life Game Day Charity Stream
hosted by Keeper and the Soldier

Objective

Seeking to utilize my skills and abilities as a concept artist to help develop ideas that enhance player experience, offering professional growth while being resourceful, innovative, and flexible.

Professional Projects

Feb 2020 - **GGJ: House Haunters** - Facebook HQ

- Worked in a small team to create a 2v2 multiplayer game
- Responsible with carrying out the vision of the game
- Pre-vis, Concept, Level Design.

July 2018 - Present - **Electronic Arts** (Concept Artist)

- Madden 19 (oct-feb) Live content concepts (Uniform Designs, Logos, field assets)
- Madden 20 Key Art, Environment Concept
- NBA Live 20 (unreleased) Environment Previs / Field Designs / Uniform Design
- Madden 21 (unreleased) Environment Concepts, Uniform Designs
- Madden 22 (unreleased) Face Of The Franchise Character Designs
- Internal - EAS World Content

March 2018 - May 2018 - **Jim Henson Company**

- Pre-visualized characters, props, and environments for live action Netflix sci-fi show

Dec 2015 - July 2018 - **Schlumberger Simulation**

- Worked as Lead Concept Artist and Illustrator for an oil rig training simulator in VR using the HTC Vive. Developed in Unity.

Jan 2017 - **Null Directive**

- Art Directed, and made [concepts](#) for the characters, and environment as well as modeled the main antagonist for this senior project. Developed in Unreal Engine

Dec 2016 - **Merry Mayhem**

- Art Directed, and made [concepts](#) for the whole game as a senior project. Developed in Unreal Engine

Jan 2016 - **Deep Sea Discovery**

- Created a set of [24 illustrations](#) for the game

Aug 2015 - **First Attack PR 2015**

- Created [promotional art](#) for the biggest fighting game tournament in the Caribbean

Education

Aug 2012 - **B.A. Game Design (Digital Media)**

May 4 2017 **University of Central Florida**