

# Joy M. De La Rosa

## *Illustrator & Vis Dev Artist*

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## WORK EXPERIENCE

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### Visual Development Artist for Sorelle

August 2023 - May 2024

- Helped develop the style for Sorelle
- Worked with a larger team of 20 developing color keys that fit the story
- Ensured work flowed with the existing style
- Collaborated with other artists to design sets that fit the narrative of the story
- Completed 3 illustrations while communicating with art leads

### Visual Development Artist for Blossom

August 2022 - December 2022

- Designed 10 props to enhance the current IP
- Made 2 concept designs of rooms in a children's book illustration style
- Worked in a small team of 5 communicating efficiently with the leads

### Teacher's Assistant @ Otis College of Art and Design

June 2022 - June 2023

- Ensured students met deadlines and requirements of the course
- Helped students make concepts, colors, compositions, and lighting stronger
- Aided 40 students in understanding perspective, shape, and form
- Encouraging students to work together as a team to have a stronger outcome for the final project

## EDUCATION

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### Otis College of Art and Design - *B.A. in Digital Media with an Emphasis in Game and Entertainment*

August 2021 - May 2024

- Specializing in illustration and visual development for game and animation

### Clovis Community College - *Associate's Degree in Fine Arts*

August 2018 - May 2021

- Studied traditional painting techniques with use of; oils, acrylics, gouache, and watercolor

## Skills

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- Photoshop
- Maya
- Blender