

james romero

Digital Artist

a 4040 26th Ave SW
Seattle, WA 98106

m 505 697 0993

e james.andres.romero@gmail.com

w jamesromerodesign.com

Toolset

Autodesk Maya
Cinema 4D
Substance Suite
ZBrush
Adobe Suite
Adobe XD, InVision, Figma
Unity 3D

Skills

Adaptive
Attentive communicator
Creative problem solver
Detail oriented
Multidisciplinary
Organized

Abilities

3D Art Production
Illustration & Concept Design
Animation & Motion Graphics
Experience Design
Project Coordination
Client Relationship Management
Team Leadership

Collaborative digital artist with nearly a decade of experience designing and producing digital exhibits around the country. Multidisciplinary problem solver with experience consulting with clients and managing small teams.

Project Experience

Ideum Inc 2014 - Present

Lead Technical Artist | 2019 - Present

Digital Artist | 2016-2019

Junior Designer | 2014-2016

Roswell UFO Museum | Roswell, NM - 2022

Lead Technical Artist, Storyboard Artist

- developed production schedules and strategies
- produced storyboard illustrations with client feedback
- created and rendered all visual effects and shots
- oversaw sound production and final editing

Valle de Oro Nature Center | Albuquerque, NM - 2021

Lead Technical Artist, Illustrator, Exhibit Designer

- collaborated with client to design 3 exhibits
- designed and illustrated two large interactive murals
- conducted extensive research for mural subjects
- led experience design conversations with clients

San Diego Zoo | San Diego, CA - 2020

Lead Technical Artist, Game Designer, Exhibit Designer

- designed a drop-in style game for over 2M visitors
- led production of digital 360 degree video dome
- oversaw look development and installation on-site
- managed client relationships and project scope

james romero

Digital Artist

Awards

SEGD Global Design Awards
Dinostomp - 2017

SEGD Global Design Awards
Exploring Pueblo Pottery - 2018

Interests

Entertainment design
Teaching traditional jazz dance
Music and guitar
Illustration and painting
Sewing and tailoring
Technology and gaming
Game design
Narrative storytelling
GM-ing tabletop role-playing games

Education

Bachelor of Science :
Interdisciplinary Film & Digital Media

University of New Mexico
2012-2017

Project Experience (continued)

California Science Center | Los Angeles, Ca - 2020
Lead Technical Artist, Illustrator, Exhibit Designer

- produced all 2D and 3D artwork
- conducted in-depth research on education goals
- choreographed and animated 3 morphologically unique characters
- designed experience, interface, and game system

Las Vegas Natural History | Las Vegas, NAV - 2020
Lead Technical Artist, Exhibit Designer

- oversaw production of 2D and 3D art pipeline
- modeled, textured, and rigged 4 unique characters
- created 3D set based off concept artwork
- developed shaders to support a painterly aesthetic
- designed motion-based interactions for exhibit

ABQ Biopark | Albuquerque, NM - 2018
Digital Artist, Game Designer, Exhibit Designer

- collaborated on 3 exhibits for 100k+ visitors
- led design workshops with client
- developed concept art for exhibits
- produced 2D and 3D artwork for exhibits
- served as promotional expert for media coverage

Fort Worth Museum | Fort Worth, TX - 2016
Illustrator, Exhibit Designer, Graphic Designer

- helped develop a pipeline for scanning real-world drawings into animated 3D characters
- illustrated, modeled, and rigged 5 unique characters
- designed, modeled, and animated 3D environment
- designed user interface and motion

This work and more viewable at
jamesromerodesign.com