

# Johanna Medina

## Game Artist

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### SKILLS

- Concept Art
- Character Art
- Illustration
- Texturing
- 3D Modeling
- 3D Sculpting
- Storyboarding

### TOOLS

- Procreate
- Photoshop
- Blender
- Zbrush
- Substance 3D Painter
- Unity
- Unreal Engine

### EDUCATION

**May 2025**

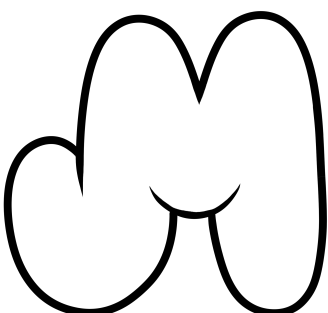
**University of Central Florida**

B.A. Digital Media: Game Design

**August 2019**

**Miami Dade College**

A.A.



### EXPERIENCE

#### **Chaos Cabin, VeilWood** (WIP)

Concept Artist, 3D Artist

**September 2024 – November 2025**

- Led the art style and direction for production pipelines
- Managed artists to ensure consistency in assets and the art style guide
- Maintained quality and assurance for 3D models, animations, textures, and 2D art
- Conceived 30 concepts of characters, enemies, tools, and structures
- Produced over 60 3D models, and an estimate of 100 textures for 3D models.
- Designed promotional materials which includes a logo, poster, banner, desktop icon, and a collection of key art

#### **Silly Goose Studios, Spooky Tycoon**

3D Artist

**September 2024 - October 2024**

- Created 12 stylized low poly 3D models to fit the budget of a mobile game
- Completed 7 textures for 3D models
- Assisted in keyframe animations within Unity
- Aligned to the established art style

#### **Starbit Studios, The Lost Star**

2D Artist, 3D Artist

**March 2024 - April 2024**

- Oversaw the art team and conceptualized the art style
- Supervised task management and quality of 3D models, animations, textures, and 2D art
- Created UI art assets in collaboration with the UI designer
- Produced over 20 2D art assets and sprite sheets
- Constructed three 3D models and 15 stylized textures for 3D models
- Manufactured promotional materials which includes a logo, poster, banner, and desktop icon