



IVEE ISIDRO

DIGITAL ARTIST/
ILLUSTRATOR/
MOTION DESIGNER

HELLO@ARTOFIVEE.COM
408.931.2800

I'm a California based designer whose been working in the tech industry for 7+ years. I began my career as an intern in Specialized Bicycle as a production artist doing prototypes and eventually landed in the gaming industry like landing on BigFish Games, Bandainamco Entertainment and most recently Warner Brothers.

SKILLS & SOFTWARE

Illustrations, paint overs, motion design, typography
Expert with Adobe CSS: Photoshop, After Effects, Encoder, Premiere Pro, Illustrator.
MAC OS, MS Office, Wacom Cintiq, iPadPro.
Proficient with JIRA, ASANA and Wrike project tracking.

EXPERIENCE

WARNER BROTHERS GAMES

GRAPHIC ARTIST

SEPTEMBER 2019- CURRENT

- Ensure brand consistency and high standard of quality for all marketing creatives.
- Composed promotional videos and marketing creatives for multiple successful IP's such as Game of Thrones Conquest, Harry Potter, Mortal Kombat, Tom&Jerry, Adventure Time Bloons and Pool Blitz to name a few.
- Designed storefronts for app store optimization (ASO), Icons and Trailers for Google Play and App Store landing pages.
- Worked with the User Acquisition team to coordinate testing efforts and incorporate research results into content efforts.
- Created and helped designed meta data for several game platforms: Xbox, PlayStation, Twitch and Switch.
- Supported social ads for by designing banners, gifs, snap chat movies and Instagram stories as well as quarterly electronic direct mail marketing (EDM) specific to IP marketing strategy needs.

BANDAI NAMCO ENTERTAINMENT

GRAPHIC ARTIST

AUGUST 2018- JULY 2019

- Designed marketing assets such as meta data, banners, static ads and animated ads to support the large library of popular and successful anime from Japan such as Soul Calibur, PacMan, Jumpforce, One Punch Man and Sword Art Online.
- Helped created props and banners for cross functional events for the media team: PAX, Comic Con, Anime Con.
- Had the opportunity to create a marketing deck to propose PACMANS 40th Anniversary to Japan HQ.

BIG FISH GAMES

GENERAL ARTIST II

JULY 2016- JULY 2018

- Lead the overall visual style of an aspect or multiple aspects of a project set by Marketing and Product Management for the casino game: ways of the Leprechaun, Dragon, Thanksgiving and Fireworks with full ownership of quality look and feel from inception to completion.
- Responsible for the quality of final hand off to Animation and Tech Art, while meeting deadlines
- Research, design/concept and create final production artwork as an individual contributor, in a variety of styles
- Responsible for communicating art pipeline issues to the development team
- Full ownership of quality look and feel for large project/tasks from concept to completion.

SPECIALIZED BICYCLE

LEAD GRAPHIC ARTIST FOR WOMEN AND CHILDREN'S BIKE

JULY 2012- FEBRUARY 2016

- Created mood boards and initiated creative directions for Women's and Children's bicycle line.
- Lead and took ownership of bicycle line for the very first "Artist Series" and sold out worldwide. I had the honor to create 2 concept during my time there.
- Drove marketing colors and design strategy and presented the to our owners and dealers for support.
- Singled handedly sketched, designed, mocked, and painted prototypes for our suppliers in Asia to help the smooth success and brand consistency in design and concept for mass production.