

# RICHARD AGUIRRE

## Game Design & Art

Graduate Student seeking internship | (574) 524-5944 | rewaguirre@gmail.com | artbyaguirre.tumblr.com

## Education

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**Entertainment Technology Center**  
**Carnegie Mellon University — Pittsburgh, PA**  
Master of Entertainment Technology  
Expected graduation May 2018

**Oregon State University — Corvallis, OR**  
Applied Visual Arts: Graduated 2008  
Additional focus on Instrumental Music  
Study Abroad: Rome Summer Arts Program 2006

## Professional Experience

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**Freelance Design / Illustration Work —**  
**Various Locations** 2008–2016  
Created projects from card game illustrations to logos, and packaging. Clients include 7 Brides Brewing, Koinonia Farm, Café Campesino and Elkhart County Works Together.

**Magazine Designer / Pre-press: The Papers, Inc. —**  
**Milford, IN** 2013–2016  
Lead designer for 2 monthly magazines. Organized content, prepared images for publication, created info-graphics and set text. Decided placement of ads and editorial, gathered additional materials as needed. Prepared weekly outside publications for offset printing and performed press checks. Composed high-volume advertisements for weekly auto-dealer publications.

**In-House Graphic Designer: The Fuller Center for**  
**Housing — Americus, Georgia** 2009–2012  
Developed and maintained brand identity. Designed materials for diverse volunteer campaigns including the Fuller Center Bike Adventure, Global Builders and the Millard Fuller Legacy Builds. Projects included website interface, bike jerseys, vehicle wraps and signage.

## Skills

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Game system design and balancing, UI design, 2D spritesheets and texture creation, 3D modeling, rigging and animation, Traditional and digital illustration, Concept art and character design, Graphic design, typography and page layout, Visual branding creation and development, Digital photography, correction and manipulation

### Software:

Adobe Photoshop, Illustrator, In-Design, Maya, Perforce, Acrobat Pro. Apogee Pre-press, Pitstop Pro, Suitcase Fusion, Quark, Microsoft Word, Excel, Powerpoint, Mac and PC operating systems.

## Academic Projects

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**Fanfare — Mobile phone game**  
**Entertainment Technology Center**  
Created a mobile phone app for use at baseball games using prediction and trick-taking gameplay. Built UI elements and 2D art, and helped design gameplay.

**You Need Treasure — VR Game;**  
**Entertainment Technology Center**  
Built a treasure-hunting experience in which players pilot a ship to battle pirates and sea monsters. Created, animated and textured 3D models of monsters, ships and background scenery. Built GUI elements.

**15 Nations — Tactical Card Game;**  
**independent project**  
Designed a 2-player war game featuring 15 playable factions balanced across 15 spectrums of strength. Designed rule system, card layouts, flags and icons.

**Crisis Years — Hybrid Area Control Deck Builder;**  
**independent project**  
Designed a strategy board game that simulated the complex dynamics of the fall of the Roman Empire. Created game mechanics, card illustrations, design, icons and game map.