

gabriel juarez

Visual Systems Designer

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Education

Sep 2022 – May 2026
ArtCenter College of Design
Pasadena, CA
Bachelor of Fine Arts in Graphic Design

Experience

Jan 2023 – Apr 2026
ArtCenter College of Design
Pasadena, CA
Teaching Assistant
Worked as a teaching assistant in Motion Design 1 with Gene Hyun, GenType with Zeke Wattles, and Mediatecture with Miles Mazzie. Supported students through suggestions, critique, and technical assistance.

Jul 2023 – Sep 2025
KEYTALES
Paris, France
Concept Artist
Designed pre-production keyframes for advertisements and game trailers, helping visualize tone, pacing, and narrative direction. Developed strategy and pitch decks for original film and game concepts, and contributed to research and development throughout the creative process.

Feb 2018 – Jul 2023
Cyclone Games
Paris, France
Designer
Designed digital assets and texture work for officially licensed IPs including Minions and Lightyear, contributed to marketing strategy, and created promotional artwork.

Expertise

Proficient in:
p5.js, Blender, Photoshop, InDesign, After Effects, Figma, TouchOSC, MadMapper, Webflow

Familiar with:
JavaScript, HTML/CSS, Glyphs

Skills
Brand identity development, creative coding, 3D rendering, letterpress, motion design

Recognition

Academy Museum of Motion Pictures

- 2025 Young Ones Student TDC Winner
- 2025 Communication Arts Design Annual Best in Show