

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 game-ready 2D/3D assets and textures for Minecraft Marketplace packs based on officially licensed IPs including *Minions* and *Lightyear*. Developed tools to batch generate texture variants and automate animation. Directed marketing strategy and worked within a remote team of 15–20.

Expertise

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

Familiar with:
JavaScript, HTML/CSS, Glyphs

AI Tools:
Gemini, ChatGPT, Claude

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