



Fabiola Garza

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EDUCATION

Rhode Island School of Design, Providence, RI, 2009
Bachelor of Fine Arts, Illustration, Honors

Brown University, Providence, RI, 2006-2008
Liberal Arts Studies

Ringling School of Art and Design, Pre-college, 2004
Illustration and Computer Animation Courses

Foundation for Teaching, 2004
Economics and Leadership

Boston Museum of Fine Arts, 2003-2005
Drawing, Painting, and Figure Study

SKILLS

Illustration

Multiple award-winner, highly skilled illustrator with working expertise in a wide variety of painting, drawing, sculpture and digital mediums. Extensive experience in technical drawing, book arts, conceptual, narrative, and editorial illustration. Experienced in stop-motion puppet animation and CSS scripting. Self-motivated, efficient and enthusiastic.

Computer

Macintosh & PC: Creative Suite, Microsoft Office.

Communication

English, Spanish, and conversational French.

EXPERIENCE

Art Intern

Singapore-MIT GAMBIT Game Lab, Rosemary Project, Currently working with a team of artists to create the visual world of a new computer game; character designs, backgrounds, and game assets, Spring 2009

Design Intern

Callaway Arts and Entertainment, Concept design; drafting and coloring assistant to David Kirk, 2007

Freelance

Harvard-Radcliffe Gilbert and Sullivan Players, "Iolanthe", Poster Design, 2008

Steampunk Magazine, issue#5, Cover Art, 2008

Steampunk Magazine, issue#4, Interior Illustration, 2008

Teacher Assistant

Cartooning (children ages 8-11), RISD, 2007

Muralist

Wellesley High School, "The Odyssey", 8ft by 20ft, 2005

REFERENCES

Mary Jane Begin, RISD (Professor)

mjbegin@cox.net

Shanth Enjeti, RISD (Professor)

contact@shanthenjeti.net

Toshiya Masuda, Callaway Arts and Entertainment (Creative Director)

toshiya_masuda@callaway.com