

Angela Elgar

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Summary of Qualifications

Background Designer/Painter for Animation and Games. VFX Production Coordinator for Film and TV.

Education

Loyola Marymount University

B.A., Animation (Minor: Computer Science)

2011 - 2015

Experience

Freelance Background Artist & Illustrator

June 2015 - present

- Background design/painting, environment design, concept art, illustration, color scripts
- Projects: visual novels, animated short films, game jams
- Collaborated with directors and art team to develop assets and cohesive visual styles

VFX Production Coordinator

October 2017 - present

Pixomondo

- Managed schedules and artists to meet project goals/deadlines
- Organized projects, file I/O, and client deliveries
- Worked closely with clients, production, and artists to run projects smoothly
- Successfully juggled simultaneous previz, VFX, and R&D projects
- Took and organized comprehensive notes for meetings

Technical Editor

April 2016 - August 2017

Chaos Group

- Developed online help docs for V-Ray, Phoenix FD, Pdplayer
- Assisted production of weekly tutorials and demos
- Assembled and rendered scenes for online examples
- Optimized and reorganized project files/assets

Projects

Links available on website

Diplomatic Relations (2018)	Visual Novel by Farryn	Lead Background Artist
Queen's Crown (2018)	Visual Novel by Agashi	Background Artist
Mon-cuties for All (2017)	Game Jam Entry by Reine Works	Lead Background Artist
Ethereal Creatures (2017)	Visual Novel by Glassheart Studio	Lead Background Artist
Stardust Echos (2016)	2D Animated Short Film	Lead Background Painter, Color Script
Heart of Thorns (TBD)	Visual Novel by Ichigo no Kokoro	Lead Background Artist
Danse Macabre (TBD)	Visual Novel by Otome Trash	Location Concept Artist

Programs, Plugins

Adobe Suite, Maya, 3ds Max, V-Ray, Phoenix FD, Nuke, SketchUp, Storyboard Pro, Mudbox, Quixel, Unity
Shotgun Studio & RV, Deadline, Cinesync, Microsoft Suite, Google Drive Suite, JIRA, GitHub, PC, Mac, Linux

Additional Skills

Project planning/management, Spreadsheets, Asset management, 3D generalist, Previz, Storyboarding, Fashion Illustration, Figure Drawing, JavaScript, JAVA, Python. I take some of the best notes for meetings/calls. They are comprehensive, organized, and unrivaled.