

Baltazar Gamis



Game Designer

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01 PROFILE

Creative and innovative designer with over four years of experience in the game and animation industries. Adept at conceptualizing and visualizing unique, engaging designs that enhance storytelling and gameplay experiences. Contributed to the success of several mobile game titles through strong artistic vision and collaboration. Known for a keen eye for detail, an imaginative approach to problem-solving, and the ability to deliver high-quality work under tight deadlines. Passionate about pushing the boundaries of design to create compelling visual experiences.

02 EDUCATION

Sep 2023 — Aug 2024	California Institute of the Arts Game Design: Art and Concepts Specialization
Jan 2005 — Mar 2006	Arts Institute of Vancouver Animation, Art and Design

03 EMPLOYMENT HISTORY

09/2016 — 11/2017	Graphic Designer at BC Media <i>Vancouver</i> <ul style="list-style-type: none">Developed unique branding and designed comprehensive promotional materials to enhance brand visibility.Conducted in-depth research and wrote clear, engaging copy for presentations and slides used in educational classes and workshops.Organized and executed various events and retreats, managing all logistical planning and ensuring seamless operations from start to finish.
01/2016 — 04/2016	Designer at DHX Media <i>Vancouver</i> <ul style="list-style-type: none">Designed and illustrated character turnarounds to ensure consistent representation across multiple angles and animation sequences.Sketched and posed characters based on storyboards, aligning with narrative direction and enhancing the story.Conceptualized and illustrated props and background elements that enriched scenes.

Character Designer + Game Designer at Dena Studios Canada

- Contributed to 3 mobile game titles (Powerful NYC, GI Joe Battleground, World of Thingiez)
- Conceived and visualized the appearances and backstories of over 100 fantasy and science fiction characters.
- I skillfully designed and conceptualized immersive environments, level assets, and game levels.
- Conceptualized engaging gameplay mechanics and innovative fun modes for a puzzle game, focusing on enhancing player experience and replayability.
- Designed intuitive and user-friendly interfaces to ensure fluid navigation and enhance user experience.
- Authored and illustrated multiple comprehensive design documents outlining key game mechanics, visual elements, and narrative concepts.

04 SKILLS

Character Design	Adobe Illustrator
Graphic Design	Adobe Photoshop
Game Design	Illustration
Animation	Storyboarding

05 LANGUAGES

English