

Heriberto Martinez Jr [Photo Retoucher]

xensoldier@yahoo.com | [Portfolio](#)

SKILLS

Technical

- Advanced Knowledge with Photoshop. Experienced with Illustrator, InDesign, and Bridge.
- Experienced with Windows and MAC OS platforms.

Visual Art and Process

- Strong Photo Manipulation skills including: Color Correction, Lighting Adjustments, Compositing, and Repair/ Restoration.
- Ability to multi-task with attention to detail and work independently on projects with little supervision.
- Organize, prepare, and file all assets according to production specs.
- Driven to problem-solve and maximize knowledge.

Communication

- Strong interpersonal communication skills in a team environment.
- Fluent in English, Intermediate in Spanish.

EDUCATION

Academy of Art University, San Francisco, CA

2010–2016

Bachelor of Fine Arts – Illustration with emphasis In Entertainment Design

FREELANCE EXPERIENCE

Self-Employed, San Francisco, CA

02/2015–Present

Freelance Digital Artist and Retoucher

Worked for several companies as an Independent Contractor through Image Retouching, Asset Creation, and Concept and Promotional Art, while working with Art Directors/Teams and catered files to meet the brand guidelines. Clients projects include: Droid Bishop, Lazerpunk, The Loin, and Syzygy Academy.

Arconyx Studios, Boulder City, CA [Remote]

04/2017–06/2017

Freelance Concept Artist, Independent Contractor

- **Asset Creation:** Creating Pre-Production imagery for video game “I, Hope”
- **Conceptualization:** Creating Character, Environment, Props and UI designs for various.
- **Teamwork:** Communicated with and coordinated with Art Lead.

Monochromatic Games, Atlanta, Georgia [Remote]

03/2016–07/2016

2D Artist, Independent Contractor

- **Conceptualization:** Creating Character, Environment, Props and UI designs for “PolyTerra”
- **File Organization:** Prepared, named and organized asset files for easy accessibility for teammates and clients.
- **Teamwork:** Communicated with Team Leads, coordinated with team members across different Development teams. Bi-weekly meetings to discuss milestone progress and briefings.

Chain of Command Games, San Francisco, CA

02/2015–12/2015

2D Artist and Art Lead, Independent Contractor

- **Conceptualization and Asset Creation:** Creating Pre-Production assets, Characters, Backgrounds, UI/UX layouts for mobile games “Smash Bunker” and “Wounded Hearts”.
- **Teamwork:** Communicated with Team Leads, coordinated with team members across different teams.
- **Art Lead :** Managed communication with teammates along with Visual and Technical Directors, assessing development progression.