



Benjamin Isaac Gonzales

Character Designer/Sprite Artist

Contact



Wallace, NC

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Education



BA Simulation and Game Design

[William Peace University](#)

Expected graduation date 2023

Skills



Aseprite



Unreal Engine 5



Unity



Adobe Premiere Pro



Blender



Project Experience



Character Design / Gameplay Design and Programming 2023
[Funny Little Squares](#) [Aseprite/Unreal Engine 5](#)

- ~ Created heavily stylized pixel art and simple character designs.
- ~ Programmed a digital version of the physical game in 2 weeks.
- ~ Learned to become familiar with Unreal UI Widgets.

Character Design/Gameplay Programming/Environment Art 2022
[Flightography](#) [Blender/Aseprite/Unreal Engine 5](#)

- ~ Researched and recreated retro-style graphics in Unreal 5.
- ~ Programmed a unique gameplay style with image exporting.
- ~ Designed and animated key UI elements.

Character Design / Brand Design 2022
[Brewd](#) [Aseprite/Adobe Illustrator](#)

- ~ Designed a hot beverage branding package aimed at gamers.
- ~ Developed a very fast workflow for sketch-like pixel art assets.

Work Experience



E-Sports Lab Manager September 2022 - May 2023
[William Peace University](#) [Raleigh, North Carolina](#)

- ~ Manage facilities at a growing department at William Peace University.
- ~ Assist in the organization of tournament events and live-streaming.

Fine Arts Building Stage Technician January 2017 - March 2020
[Teachey, North Carolina](#)

- ~ Gave technically driven work experience to clients
- ~ Conditioned self to work in a high-stress, active environment