

Beth Gonzalez

www.bethfx.com

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Objective

My goal is to continue working in television, games and film. Concept design is my passion and focus. I also enjoy matte paintings and fx design.

Skills

Photoshop, Flash, Maya, Illustrator, Shake, Fusion

Work History

Freelance: Concept development and design presently

*Vancouver Animation School
April 2011*

Art Instructor for lighting and shading

*Skratch Publishing
2009-illustrations for an interactive website.*

*Rainmaker Entertainment
March 2006-May 2009:
designer: Barbie Mariposa, Barbie Holiday, Barbie Thumbelina, Barbie and the Three Musketeers, Barbie Mermaid Tale*

roto artist: film/television projects include: *Blades of Glory, Vantage Point, Case 39, 28 Weeks Later, Stargate, Bohemia ad, Mitsubishi ad, and Advantage ad.*

*Xeko Games
2005-2006: illustrator/, Madagascar Trading Cards*

The Music and Sound Retailer
2005: illustrator/ comic illustrations for a monthly music article.

Education

2006 Vancouver Institute of Media Arts/ VFX Full-time Program
2004 Vancouver Institute of Media Arts/ Maya Part-time
2003 Vancouver Institute of Media Arts/ Flash Part-time
2001 The Art Institute of Los Angeles/ 3D Animation
1998-99 Vancouver Institute of Media Arts/ 2D Animation
1996-97 Samford University/ Graphic design