

MISAEEL ARMENDARIZ

Principal Artist | Visual Development & Animation Leader

misaelanimator@gmail.com | 206.355.9827 |

senorartist.com

PROFESSIONAL SUMMARY

Versatile, award-recognized multi-disciplinary artist with 20+ years of experience across game development, animation, and visual design. Proven track record delivering visual development, character design, and 2D/3D animation for commercially successful and critically praised titles, including projects rated 4.8/5 stars and platform-standard UI systems deployed nationwide. Adept at leading art direction and small teams across shifting styles, pipelines, and production environments, from AAA console titles to mobile, casino gaming, and cultural/educational installations.

CAREER HIGHLIGHTS

- Designed and standardized a UI/UX button-panel system for slot machine gaming platforms, now deployed across multiple states nationwide.
- Delivered full visual development, 2D/3D art, and Unity implementation for Solitaire Time Warp, achieving a 4.8/5-star app store rating.
- Created visual development and 2D animation for an interactive museum app for the Israel Antiquities Authority, adopted as a public teaching tool at the Israel Museum.
- Led a 3-artist team delivering backgrounds, menus, character art, and animation for Zuma's Revenge (Xbox), a title beloved by players since launch.
- Animated 7 characters across 3 concurrent game titles in Spine and Unity under tight timelines, delivering all assets ahead of deadline.

CORE SKILLS

2D & 3D Animation (Character & Effects) | Visual Development & Illustration | Character & Environment Design
3D Modeling, Texturing & Rendering | Lighting & Look Development | UI/UX Design & Graphic Design
Storyboarding & Animatics | Art Direction & Team Leadership | Cross-Functional Production Collaboration

SOFTWARE & TOOLS

- Maya | 3ds Max | ZBrush | Unity | Spine | Photoshop | Illustrator | After Effects | Substance Painter

PROFESSIONAL EXPERIENCE

Animation & Illustration Consultant / Contractor — *Freelance*

Mar 2014 – Present

- Delivered full visual development, 2D/3D art assets, and animation for Solitaire Time Warp (Sto Co) and implemented all art and animation in Unity; the game shipped and holds a 4.8/5 star app store rating.
- Created visual development and 2D art/animation for an interactive museum app for the Israel Antiquities Authority, successfully deployed as a public teaching tool at the Israel Museum.
- Delivered visual development, illustration, and animation for a diverse portfolio of clients across interactive and marketing projects.
- Designed characters, UI, and backgrounds for interactive applications and marketing campaigns.
- Produced 2D/3D character animation and visual effects across multiple concurrent client engagements.

Principal Artist — Everi/IGT (Casino Gaming / Slot Machines)

Dec 2019 – Jul 2026

- Designed a standardized UI/UX button panel adaptable across multiple games on a shared slot machine platform, setting a design standard now in use in multiple states across the country.
- Delivered character animation for 7 characters across 3 concurrent game titles in Spine and Unity, completing all deliverables ahead of deadline.
- Led visual development and asset creation for multiple game titles, including character animation, UI assets, and marketing materials.
- Designed characters, environments, and backgrounds across integrated 2D/3D production pipelines.
- Collaborated cross-functionally with design, engineering, and production teams to ensure visual quality and consistency.

ADDITIONAL WORK HISTORY

Lead Artist — PopCap Games

- Led visual development and a 3-artist team on Bejeweled Blitz and Zuma's Revenge (Xbox), two commercially successful, fan-favorite titles.

Artist — Gastronom Studios

- Developed characters, environments, 3D models, and animation for shipped console titles.

Lead Artist — Sea Dragon Studios

- Directed visual development, 3D character/effects animation, and storyboards for commercial productions.

Artist — Virtual Space LLC

- Produced 3D models, lighting setups, and renders for architectural visualization projects.

Artist — Digital Tech Frontier LLC

- Produced 3D animation, texturing, rendering, and artwork for VR projects.

Owner / Lead Artist — U Name It We Paint It

- Founded and ran a custom graphic and airbrush art business, managing operations and client relations.

TRADITIONAL ART SKILLS

- Drawing • Oil Painting • Acrylic Painting • Airbrushing • Sculpture

EDUCATION

Bachelor of Arts in Media Arts and Animation

The Art Institute of Phoenix