

Paola Sanchez

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As Visual Arts Director at The Gathering Place Charter School, I meticulously designed customized lesson plans and curricula for a diverse cohort of over 200 students. My role extended beyond the classroom, as I also orchestrated semesterly art exhibitions showcasing students' talents in various mediums, including painting, drawing, and sculpting.

Moreover, I initiated silent auctions as a creative platform for students to experience the transformative power of art. The funds raised through these auctions were subsequently donated to artists in need. This initiative was driven by our goal to educate students on harnessing art as a potent tool for both self-expression and making a positive impact in the community.

Willing to relocate to: San Antonio, TX - -
Authorized to work in the US for any employer

Work Experience

Visual Arts Director

The Gathering Place - San Antonio, TX

November 2022 to September 2023

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Elementary Art Teacher

Teatro Audaz - San Antonio, TX

August 2021 to November 2022

Contracted Art Teacher teaching at Wilson Elementary K-5th. Created Art Curriculums and Art Projects for children to display at the end of the year, for the San Antonio Independent School District. A.A.S. Computer Science and Certified Video Game Concept Artist. Over 30 years in the arts.

Visual Arts Teacher

Teatro Audaz - San Antonio, TX

June 2022 to June 2022

Summer Camp Visual Arts Teacher at Harris Middle School Grades 6-8th

Social Media Manager (Freelance)

The Dakota East Side Ice House - San Antonio, TX
August 2019 to November 2019

I am tasked with creating events and I also take pictures for editing on Photoshop for online content. Facebook headers, promos, videos, events. I also created instagram content for the events. This includes taking pictures and videos, interview clients and musicians. Photoshoots of menus, entertainment and creating a social buzz for my clients business.

Home Disaster Inspector

FEMA - Puerto Rico
October 2017 to December 2017

I was an independent contractor by Vanguard EM that was contracted by FEMA to go to Puerto Rico after Hurricane Maria hit the island. My tasks included scheduling, customer service, meeting with hurricane victims at their residence to asses damages and reporting the damages to FEMA.

Lead Concept Artist/Graphic Designer/Producer

Dyslexsick Productions - San Antonio, TX

With a family background in the arts as well as my own interest and talents, I have studied the same. Graphic design is my forte, but my natural curiosity, seriousness and willingness to grasp new methods and techniques has opened many doors of possibilities as to my future. I know I would be a definite asset to any enterprise, be it global or local business. I am a self-motivated, quick learning and professional quality producing person that your company should seriously pay attention to. It would be a win/win relationship, guaranteed.

Education

Associate 3d Animation in Computer Science

Northwest Vista College - San Antonio, TX
2013 to 2016

Certificate in Video Game/Graphic Design Concept Art

Northwest Vista College Women

Skills

- Photoshop
- 3ds Max
- Maya
- Zbrush
- Sculptris
- Microsoft Powerpoint
- Adobe Photoshop
- Adobe Illustrator
- Social Media
- Facebook

- Digital Marketing
- Email Marketing
- Public Relation
- Web Design
- Wordpress
- Social Media Management
- Graphic Design
- Branding
- Unreal Engine
- User Interface (UI)
- Unity
- Illustration
- Writing skills
- Classroom experience
- English
- Typography
- Web Development
- First
- Communication skills
- Bilingual
- Childcare
- Spanish

Languages

- English - Fluent
- Spanish - Fluent

Links

<http://www.novifactory.org/play/index.html#>

<https://paolanatalia.carbonmade.com/>

<https://sites.google.com/a/getwigi.com/twigcon/home>

Awards

48 Hour Game Jame Winner @ GeekDom

2015

Team of 4 created a Video Game in just 48 hours against 6 other teams. We won most creative, fun and fully working game.

Alamo College 48 Hour Game Jam Winners

May 2016

Our team of 4 won another 48 hour game jam at North West Vista College. Platformer PC Game called Zero Gravity.

Certifications and Licenses

Video Game Concept Artist

Present

From Character Design, to environmental Designs, User Interfaces and Story Board. I can draw and design anything needed for Mobile Games, PC Games. etc.

CPR Certification

First Aid Certification

Groups

Texas Women In Gaming

Present

Texas Women in Gaming is a group of men and women who work and love the gaming industry.

Publications

Paint Witch: Hue of Goo

<http://www.novifactory.org/play/index.html#>

April 2015

Paint Witch Hue of Goo is a 3rd person action PC Game created by the Fairly Dope Team. I was Lead Art Director as well as Producer for the game.

Additional Information

Skills

Adobe Photoshop

7+ years experience with Photoshop. From concept art to photo manipulation. I am always looking for new ways to create esthetically pleasing and well rounded work for my clients.

Unity

Concept, create and develop the look, style and feel of any project. From video games, to advertising. Importing 3d objects into unity, textures, sound, etc.

3ds Max

Experienced with using 3dsMax not just for modeling fully textured and rendered characters, but also for its particle and dynamics features as well. I am able to create whole scenes with camera rigs and create fully rendered videos as well.

Maya

I can create fully modeled, textured & rendered character concepts needed for video games and other projects. From game items, scenes, and vehicles, Maya allows me to create any object needed for the client.

Zbrush

With Zbrush, I can import my models from Max or Maya and take them to the next level of texture. I can easily manipulate the textures and create very precise details on the model.

UDK- Unreal Development Kit

One of my favorite programs to use, with UDK I can create whole levels and landscapes for games. I use this program not just for creating levels, but also backgrounds for character concept as well as whole world backgrounds.

Fully Bilingual in English and Spanish

Specialties

Photoshop, 3ds Max, Maya, Zbrush, Unity