

Elexis Angulo

Visual Storyteller



Escalon, CA



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https://www.behance.net/Mistii?tracking_source=search_projects%7Cmistii

STATEMENT

I recently graduated with a Bachelors of Fine Arts and a concentration in Illustration. I am seeking a position in which I can showcase my current knowledge and skills while also expanding as an artist and make lasting connections.

PROJECTS

I helped to create a physical fully playable board game from scratch with a group of my classmates. We made a dungeon crawler based on the video game series Luigi's Dungeon. I was in charge of artistic designs such as creating the floor tiles, 3D printing and hand painting game pieces, illustrating character cards, and designing various props and items.

I have made several short animations; both stop motion and digital. I specialize in adobe animate, telling stories through music and sound effects.

For my senior project I created a 12-page original comic. The story follows a teen investigating the disappearance of his older sister alongside his best friend.

EXPERIENCE

April 2023 - Present

Contributor / Nintendojo

Nintendojo is a Nintendo news website. I have written various articles as well as game reviews. This site is recognized by Metacritic and we receive review keys for games as well as press access to events such as GDC.

August 2021 – Present

Floor Staff, Bartender, Customer Service / Galaxy Theatres

Register experience and cash handling. Making mixed drinks, pouring beer and wine. Answering phones, helping answer guests' questions and concerns, and selling tickets. My general manager also asks me to paint the windows for various movie events, holidays, and drink menus.

EDUCATION

Fresno City College / Associates of Art for Transfer

3.67 GPA. Dean's list. Lower division art courses including painting, sculpture, digital art, and figure drawing.

California State University East Bay / Bachelors of Fine Arts, concentration in Illustration

CSUEB GPA: 3.63, Cumulative GPA 3.33. Dean's list. Upper division illustration courses including narrative and dynamic figures. Other upper division courses I took are game design I and II, animation I and II, color and concepts, and 3D modeling I and II.