

GIANNA "GIGI" RUGGIERO

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CONCEPT ARTIST . 3D ARTIST . ILLUSTRATOR

EXPERIENCE

HARMONIX MUSIC SYSTEMS

3D & Concept Artist-----**Super BeatSports, SingSpace, Music VR, RockBand4, Beatniks, DC SpotLight, and Fantasia: Music Evolved**
Responsible for clothing, character, and environment concepts. I also modeled and textured character assets and environments on some of the projects listed above.

Illustrator-----**DropMix**
Made card illustrations in a variety of styles that ranged from realistic to stylized and impressionistic.

Lead Concept Artist-----**Record Run**
Defined the style of this mobile title and lead a small team to achieve a simple and colorful vision within the confines and limitations of mobile hardware.

LAIKA

Prop Designer-----**The Boxtrolls**
I mostly did concepts and turnarounds of props and environments within the style of the film and art bible.

Texture Painter-----**ParaNorman**
I worked closely with a 3D color printer printing the replacement faces for the puppets. I also worked practically by painting maquettes, making eyelids from vacuumed formed plastic and painting eyeballs.

PIXAR

Digital Paint Intern-----**Toy Story 3, Cars 2, and Day & Night**
I mostly textured and created shaders for props. I also developed shader packets for props and made conceptual paintings of interior scenes.

VOLUNTEER & SPEAKING EVENTS

Speaker at Boston Illustration & Concept Art

Speaker at Girls STEM Summit

Volunteer at Digital Play Day

Speaker at GDC: Making the Leap

EDUCATION

RINGLING COLLEGE OF ART & DESIGN

Bachelor's Degree in Computer Animation

SOFTWARE

PHOTOSHOP	● ● ● ● ●	SUBSTANCE	● ● ● ● ●
MAYA	● ● ● ● ●	MAX	● ● ● ● ●
ZBRUSH	● ● ● ● ●		
UNITY	● ● ● ● ●		

SKILLS

- Concept Art & Illustration
- Character Design
- Environment Design
- Prop Design
- Low and High-Poly Modeling
- Texturing
- Game Design
- Storyboarding & Storytelling
- Traditional Media

ABOUT ME

I am passionate about creating beautiful art in games and films. I am constantly changing and evolving my toolset and my creative vision. I mostly work in the digital form but outside of work I enjoy traditional media and hanging out with my dog Rocket.