

Gianna "Gigi" Ruggiero

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ABOUT ME

I am passionate about creating beautiful art in games and films. I am constantly changing and evolving my toolset. I would define myself as a moldable and adaptable artist and game dev who has shipped over 10 games. I work mostly in the digital form but outside of work I enjoy traditional media and going on hikes with my friends and dog.

EXPERIENCE

Senior Concept Artist - Creative Lead

June 2018 - Present, San Francisco, CA

Double Fine

- **Psychonauts 2** - Created many environment concepts, storyboarded cutscenes, concepted UI elements, character designs and turnarounds, and generated a few 2D in-game assets.
- **Unannounced Game** - Lead a small team of developers in creating a new IP. Responsibilities included managing, creating game design docs, working closely with production and other departments, providing direction, and reviewing work, generating narrative, art and design ideas

Illustrator

October 2017 - January 2019

- **Every Night is Pizza Night** - Illustrated a NYT Bestseller childrens book for Author J. Kenji López-Alt's

Concept Artist - Illustrator - Lead Concept Artist

May 2012 - October 2017, Boston, MA

Harmonix Music Systems

- **Super BeatSports, SingSpace, Music VR, RockBand 4, Beatniks, DC Spotlight, and Fantasia: Music Evolved** - Responsible for clothing, character, and environment concepts. I modeled and textured character assets and environments on some of the projects listed above.
- **DropMix** - Made card illustrations in a variety of styles.
- **Record Run** - Defined the art direction and worked within the limitations of the mobile hardware and animation rigs.

Texture Painter - Concept Artist

May 2011 - March 2012, Hillsboro, OR

Laika

- **ParaNorman** - Create texture paintings that are printed with a 3D color printer for the replacement faces of the puppets. Other responsibilities include painting maquettes, making eyelids from vacuum formed plastic and painting eyeballs.
- **The Boxtrolls** - Generated prop concepts and turnarounds within the style of the film and art bible.

Digital Paint Intern

June 2009 - August 2009, Emeryville, CA

Pixar

- **Toy Story 3, Cars 2, and Day & Night** - Responsible for textures, shaders, along with shader packets and concept paint overs for movie props.

EDUCATION

Bachelor Degree in Computer Animation

Ringling College of Art and Design • Sarasota, FL • 2009

SOFTWARE

- Photoshop
- Storyboard Pro
- Maya
- Substance
- Zbrush
- Unity
- Unreal

VOLUNTEER & SPEAKING EVENTS

- Independent Games Festival Visual Art 2024
- Feeding the Homeless - East Bay Collective
- Speaker at GDC: Making the Leap
- Speaker at Boston Illustration & Concept Art
- Speaker at Girls STEM summit
- Volunteer at Digital Play Day

SKILLS

Compassion and listening skills, fun and playful, high and low poly modeling, storytelling and narrative design, game design, traditional media, curious and thoughtful.