



JUSTINE JANE FLORES

Visdev Artist
Illustrator

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Professional Summary

Versatile 2D Artist and Visual Designer with experience in animation, webtoons, and games. Skilled in illustration, with a keen eye for lighting, shading, and composition. Adept at collaborating with creative teams to produce high-quality visuals. Backed by a strong foundation in design, gained through a diverse educational background and hands-on studio experience.

Skills

- Digital Illustration
- 2D Asset Creation
- Character & Environment Design
- Concept Development
- Graphic Design
- Basic 3D Modelling
- Animation
- Problem-solving
- Time-management
- Team Collaboration

Software

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Clip Studio Paint
- Blender

Education

- **Bachelor of Fine Arts, Major in Visual Communication**
Lyceum of the Philippines University, Cavite 2024 - present
Focuses on visual communication materials: branding, advertising, and copywriting
- **Visual Development Master Lvl 1**
IDEA Academy, Rome 2023-2024
Completed an intensive course in visual development, applying theories in concept design, world-building, storytelling, and illustration techniques
- **Associate's Degree in Fine Arts, Major in Visual Communication**
University of the Philippines, Diliman 2019-2022
Built a strong foundation in art fundamentals, later specializing in visual communication strategies through design
- **SHS - Animation Track**
iAcademy, Makati 2017-2019
Gained hands-on experience in both 2D and 3D animation, utilizing industry-standard tools. Developed skills in character design, traditional and digital animation techniques
 - Awarded Best PBL for visual development on a Filipino folklore-inspired story.

Work Experience

- **Render Artist**
Nosleeparewe Studios JUN 2022 - present
 - Rendered and finalized webtoon panels and pages.
 - Coordinated with the art director for quality and consistency.
- **2D Game Artist Intern**
Taktyl Studios APR - JUL 2022
 - Designed 2D assets and pitched concepts for a series of games
 - Collaborated with team and game developers to ensure assets functioned effectively in-game.
- **Crowd Character Design and Animation**
Rocketsheep Studios APR - MAY 2019
 - Designed and animated background characters to enhance scene depth and liveliness
 - Ensured character designs aligned with the film's art style and design