

# GONZALO SÁNCHEZ PHILL

PROFESSOR | DIGITAL ARTIST | GAME DEVELOPER | CONSULTANT

M.A. in Multimedia Design (degree in progress)  
BA in Graphic Design  
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## PROFICIENCIES & SKILLS



### GAME DEVELOPMENT & UX DESIGN

Leading Teams, Game Art, Game Design, Level Design, Prototyping, UX Design, Storytelling, Production Design, Planning.



### CGI ART & DESIGN

Art Direction, 3D Modeling, Digital Sculpting, Texture Mapping, 3D Animation & VFX, Drawing, Illustration, Concept Art, 2D Animation, Graphic Design



### ACADEMY

Teaching, Mentoring, Research & Analysis, Speaker, Industry Adviser.

## MAIN TOOLS PROFICIENCY

MAYA	BLENDER
UNITY	UNREAL ENGINE 4
MUDBOX	ZBRUSH
ADOBE CC	SUBSTANCE PAINTER

## LANGUAGES

Spanish (native) | English 100%

## OTHER TOOLS

Substance Designer  
Xnormal  
PlayMaker  
Anima2D  
Stingray  
Clip Studio Paint  
Krita  
Spriter  
Motion Builder  
Audacity  
Shotgun Software  
Office

## TEACHING EXPERIENCE


Professor in various subjects of design, CGI, 3D and production for the Games Design, Games Programming and Digital Animation courses.

- 2020 - Present **AMERIKE CDMX**  
Game Design
- 2020 - Present **UNITEC Atizapán**  
Interactive Design
- 2013 - 2020 **SAE Institute México**  
Jan - Apr  
Full time professor
- 2013 - 2019 **ICONOS**  
3D Modeling & Animation | Game Design | Production Design
- 2008 - 2013 **UVM Lomas Verdes**  
3D Modeling | Game Design
- 2007 - 2012 **Universidad Iberoamericana**  
3D Modeling & Animation

## CGI & GAMES INDUSTRY EXPERIENCE

- 2013 - 2015 **Movyl**  
Adviser  
Adviser on the situation and outstanding actors for the local Mexican industry of game development.
- 2011 **Slang Studio**  
Lead Artist  
Coordinator of art department, leader of a team of 5 artists. Responsible for the elaboration of concept art, character design, GUI design, 3D modeling and brand design for various projects.
- 2009 - 2011 **Sabarasa Inc. (México)**  
Lead Artist  
Coordinator of art department for the Mexican studio, leader of a team of 4 to 8 artists. Project leader (Mexican team) for the title "Atrévete a Soñar" published by Slang for the Nintendo Wii.
- 2005 - 2009 **Digitalmediatv.entertainment**  
Lead Developer - Game Artist  
Responsible for the creation and integration of the visual content of the projects (advergamas) the level design and coordinator of the development team.

## PERSONAL PROJECTS

- 2013 - Present **BigMiniGeek**  
Founder & Autor  
An independent digital studio focused on entertainment. Create and publish content in various formats, such as: Games, Comics, Web Shows, Animations and much more.  
  
Brands:  
BigMiniBoss | BigMiniArcade | BigMiniComics | BigMiniMentor  

- 2008 - Present **BigMiniMentor**  
Founder & Editor.  
Works with and for the digital entertainment industries to develop skills and talent, supporting productivity and job creation. In charge of investigating and analyzing the work and business scene of the Mexican video game industry. Responsible for producing and independently publishing an annual report on the situation of the video game industry in Mexico.

## ADDITIONAL INFO

### SEMINARS & CONFERENCES

Pixelatl Festival 2019  
Pixelatl Festival 2018  
Gamacon Tijuana 2018  
Pixelatl Festival 2017  
CutOut Fest 2016  
DevHourMX 2016  
Campus Party México 2016  
TagDF 2015  
TagDF 2014  
DevHourMx 2014  
EGS Developer 2014  
DevHourMx 2013  
Foro de Animación y Videojuegos  
Monterrey Game Conference 2013  
DevHourMx 2012  
Campus Party México 2011  
DevHourMx 2011  
Campus Party México 2010  
Campus Party México 2009

### INTERESTS

Fantasy  
Science Fiction  
Visual Arts  
Videogames  
Comics / Manga  
Movies  
Technology  
Animation  
Symbology  
Mythology  
Anthropology  
History  
Theology  
Paranormal  
Martial Arts