

GONZALO SÁNCHEZ PHILL

PROFESSOR | DIGITAL ARTIST | GAME DEVELOPER | CONSULTANT

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

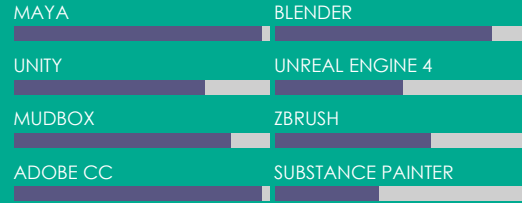
Art Direction, 3D Modeling, Digital Sculpting, Texture Mapping, 3D Animation & VFX, Drawing, Illustration, Concept Art, 2D Animation, Graphic Design



ACADEMY

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

MAIN TOOLS PROFICIENCY



OTHER TOOLS

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

LANGUAGES


Spanish (native) | English 100%

TEACHING EXPERIENCE

- 2013 - Present **SAE Institute México**
Full time professor
Professor in various subjects of design, CGI, 3D and production for the Games Design, Games Programming and Digital Animation courses.
Support in the coordination of the Games Design career.
Final project consultant for the Games Design career.
- 2013 - 2017 **ICONOS**
3D Modeling & Animation | Game Design | Production Design
- 2008 - 2013 **UVM Lomas Verdes**
3D Modeling | Game Design
- 2007 - 2012 **Universidad Iberoamericana**
3D Modeling & Animation
- 2004 - 2007 **Non-Degree Programs**
3D Modeling & Animation

PERSONAL PROJECTS

- 2013 - Present **BigMiniGeek**
Founder & Autor
An independent digital editorial 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 **MNTOR Creativo**
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 México.

Formerly:
Motor de Juegos (2011 - 2015) | gameDev mx (2008 - 2011)

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 (advergaming) the level design and coordinator of the development team.

ADDITIONAL INFO

SEMINARS & CONFERENCES

Pixelatl Festival 2017
CutOut Fest 2016
DevHourMX 2016
Capmpus 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