



MARIA PAZ MUNOZ

VISUAL DEVELOPMENT ARTIST

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I'm a sociable Visual Development artist, who likes to find unique ways to present characters, worlds and their stories.

EXPERIENCE

- **Illustrator** ~ *Committee for Children*

I currently work as part of a team of illustrators working on a children's educational book. (2020)

- **Story Artist Apprenticeship with Travis Blaise**

I worked with other story artists to develop an original a storyboard from script to animatic. (2019)

- **English High School Teacher** ~ *Saint George's College*

I taught 9th Grade English and was a Homeroom teacher as well. (2015-2017)

- **Teacher Assistant** ~ *PUC*

Classical and Medieval Literature, Universal Literature, Shakespeare, Introduction to Literary Studies, Creative Writing and Seminar (2011-2015)

EDUCATION

- **MFA in Digital Arts** ~ *DigiPen Institute of Technology*

(2017-2019)

- **Art Certificate with mention in Drawing** ~

Pontificia Universidad Católica de Chile (2016)

- **BA in English Literature and Linguistics** ~

Pontificia Universidad Católica de Chile (2009-2013)

- **Academic Exchange** ~ *University of Warwick, United*

Kingdom (2014)

SKILLS

- Visual Development
- Story Development
- Motion Graphics
- 2D Animation
- Video Post Production and Compositing
- 3D Modeling
- Public Speaking

SOFTWARE

- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Autodesk Maya
- TVPaint Studio
- Toon Boom Storyboard Pro

ACHIEVEMENTS

- **Robert B. McMillen Foundation**

Scholarship (2018-2019)

- **Merit Scholarship DigiPen Institute of Technology** (2017-2019)