

CAM QUEVEDO

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Hi, I'm a professional illustrator with over 13 years of experience working alongside content creators from around the world. I've managed the entire design process, from first sketch to final production. For example, I've worked on several children's books, character design for ttrpgs, logos for podcasts and businesses, and more. I'm proficient in a multitude of creative software programs and adept at learning new programs with ease, for example self-teaching 3D modeling via Blender and picking up coding tools like html and CSS. I'm adaptable, ready, and willing to pick up and learn any tool or skill needed to get the job done.

EXPERIENCE

SEP. 2009 – PRESENT

FREELANCE ILLUSTRATOR, ROOKDOESART

- Consulted on and implemented the creation of a logo for an upcoming ttrpg called The Chronicles of Zaffaera.
- Devised and implemented the creations of posters and pins for an online store and sold them at events like Newark Pride and ColossalCon.
- Consulted and designed creatures, sets, and characters for multiple small projects, including Projects like the ttrpg Fifth Cycle and The Chronicles of Zaffaera.
- Illustrated, formatted, and aided in the publishing of a children's book.

SEP. 2019 – MAR. 2020

ART ASSURANCE, ERETAILING

- Ensured that all designs were sized correctly and were ready for print. This included adjusting color, white balancing, cropping photos, or refining details of presented designs, as quickly and efficiently as possible.
- Aided in other sections of the printing process and figured out solutions to problems in both design and technical errors as they occurred.

MAR. 2019

ART ASSISTANT, SCAREFACTORY

- Helped with the creation of multiple props and "skins" for a large show of Halloween animatronics. As well as aided in the painting and setting of said props.

SEP. 2009 – 2019

ILLUSTRATOR AND GRAPHIC DESIGNER, PUKIYARI EDITORES

As a founding team member of this indie publishing company my responsibilities were:

- Developed the branding materials for Pukiyari, including their logo, website, and social media presence.
- Developed a strategy to efficiently interact with clients, who in most cases were new to indie publishing.

- Developed a production timeline for graphic materials, such as covers and other book branding.
- Oversaw book covers and illustrations, following instructions for printers in the U.S. and in different countries.
- Cover tasks often included photo editing, text layout, and illustrating the book's main theme.
- Produced illustrations based on the author's requests.
- Managed and helped illustrate two bilingual children's books illustrations.
- Managed the development and exactions of the production of corporate look books.
- Aided the editor with proofreading and providing style advice, interacting directly with the assigned authors.
- Provided executive assistance when necessary, including attendance to events and meeting with potential clients.

EDUCATION

2015

BFA IN ANIMATION, COLUMBUS COLLEGE OF ART AND DESIGN

The focus for me in college was in 2D animation and character design.

2022 (CURRENT)

NANODEGREE IN FULL-STACK JAVASCRIPT PROGRAMING, COLOR CODED LABS

Learned HTML, CSS, JavaScript, Python, and the skills needed to collaborate with a team.

SKILLS

- | | | |
|--------------------|------------------------|-----------------------|
| • Illustration | • Adobe Creative Suite | • CSS |
| • Graphic Design | • Clip Studio Paint | • HTML |
| • Photo Editing | • Blender | • JavaScript |
| • Concept Art | • Microsoft Suite | • Figma |
| • Character Design | • GitBash | • Project management |
| • Fiction Writing | • GitHub | • Resource Management |

ACTIVITIES

I am not only currently working with a group to beta test and make art for a ttrpg, table-top roleplaying game, think D&D, Pathfinder, VtM, etc., that will hopefully be made in the next few years, I am also working to earn a nanodegree in full-stack programming which will include html, CSS, JavaScript, and python. And on top of that, I use my free time to work on personal projects, which includes a book, a comic, and a couple of short animations. In short, I like to stay busy and try new things.