

LUIS GERARDO PONCE PINON

VISUAL DEVELOPMENT



- **PORTFOLIO:**
[LUISPONCEPINON.COM](https://luisponcepignon.com)
- **EMAIL:**
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SKILLS:

- **SOFTWARE**
 - PHOTOSHOP
 - TOON BOOM HARMONY
 - STORYBOARD PRO
 - PREMIER PRO
 - PROCREATE
 - GOOGLE SUITE
 - MICROSOFT OFFICE SUITE
- **CREATIVE SKILLS**
 - CHARACTER DESIGN
 - PROP DESIGN
 - BACKGROUND DESIGN
 - COMPOSITING
 - VISUAL BRANDING
- **SOFT SKILLS**
 - TEAM WORK
 - LEADERSHIP
 - ORGANIZATION
 - PUNCTUAL
 - HARDWORKING
 - ADAPTABLE
 - GROWTH MINDSET
- **LANGUAGES**
 - ENGLISH
 - SPANISH
- **INTERESTS**
 - THEATER
 - FILMS
 - READING
 - VIDEO ESSAYS
 - THEME PARKS



Visual Development artist and Character Designer, passionate about fun and light-hearted animated projects, with strengths in Character & Prop Design, Background Design, and Compositing.

EXPERIENCE:

ALANE ADAMS STUDIO- FREELANCE CHARACTER AND PROP DESIGNER

JUNE 2025-CURRENT

- Responsible for creating Character, Creature and Prop Designs for a social media project involving one of the studio's current productions in the span of four weeks.
- Tasked with creating design variations, color passes and turnarounds under the guidance of the art director.

CHELITA, COMO ME DUELE QUERERTE - DIRECTOR

MARCH 2023 - SEPTEMBER 2024

- Directed this 2D animated short which was written by me.
- Created the film's art direction as well as effective and consistent branding and pitch deck based on extensive research while leading and managing a team of around 50 artists.
- Developed the style for Backgrounds, characters and compositing making sure to document the process and gather references and tools for artists to use in production.
- Featured in multiple published articles and official selection of the film festival 'Cinequest' 2025.

YESTERDAY - PROP DESIGNER & MATTE PAINTER

OCTOBER 2023 - MAY 2024

- Responsible for designing props for this 3D Animated production.
- Pitched ideas for different carnival prize props that were approved by the director and responsible for creating rendered versions and turn arounds for the modelers.
- In charge of developing the technique used for the production as well as gathering resources matte painters would use to create pieces for the film.

HAVE YOU EATEN? - PROP DESIGNER

NOVEMBER 2022 - JANUARY 2023

- Responsible for designing props for a 2D production using procreate that reflected the main characters' personalities and represented two different time periods through distinct lighting styles under the supervision of the film's directors.

SCAD XR PROJECT - CONCEPT ARTIST AND PRODUCTION ASSISTANT

MARCH 2022 - JUNE 2022

- Internship through University
- Tasked with creature designs for two productions within the project under the direction of the art directors and professors. Created multiple variations of complex characters and respective character sheets.

EDUCATION:

SAVANNAH COLLEGE OF ART AND DESIGN, ATLANTA - B.F.A. IN ANIMATION

SEPTEMBER 2020 -JUNE 2024

- Dean's list (Fall 2020- Current)
- Concentration in Storytelling and Concept Development
- GPA: 3.9

NETFLIX ANIMATION FOUNDATIONS PROGRAM, REMOTE - MENTEE

SEPTEMBER 2021 - FEBRUARY 2022

- Selected for the inaugural class to learn concept development skills from a studio mentor.

JACKIE DROUJKO CHARACTER DESIGN MENTORSHIP - MENTEE

SEPTEMBER 2024 - DECEMBER 2024

- Developed character design assets and line up in the span of ten weeks under guidance of the mentor.