| **BOBBY D. LLEREZA**  **Creative artist focused on 3D modeling and animation for video entertainment and collectibles.** | **Phone: (630) 962-7103**  [**thetoonimator@gmail.com**](mailto:thetoonimator@gmail.com)  [**www.thetoonimator.com**](http://www.thetoonimator.com) |
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| EXPERIENCE  **Jersey Jack Pinball.** Elk Grove Village, IL - *Contract 3D Artist* November 2024 – present  Create 3D models of props, rigs for posing licensed characters and shaders for rendering.  **Game Refuge, Inc.**  Homewood, IL - *Lead Game Artist / Contract Game Artist* December 2002 - March 2007 / October 2010 - June 2012 / October 2020 - present  Create 2D/3D art, animation, motion graphics and effects for coin-op, casino, mobile and PC games for various clients. Utilized Unity 3D engine for mobile. Directed a team of 4 artists.  **American Pinball, Inc.** Arlington Heights, IL - *Contract Artist / Senior Animator*  July 2019 – Sept 2019 / January 2020 - April 2020 / May 2021 – May 2024  Created 3D environments, props, vehicles, animation, motion graphics and effects. Animated lip sync for 2D characters. Utilized the Unreal Engine for some cutscene videos. Work with engineers to model 3D toys for the pinball playfield.  **Team Play, Inc.** Elk Grove Village, IL - *Contract Game Artist / Animation Director* August 2009 – March 2012 / July 2012 – Dec 2020  Created 2D/3D characters, props, environments, animation, motion graphics and effects for redemption video games. Utilized the Unity 3D engine. Directed a team of 3 artists. Worked alongside programmers to create game assets and with engineers for cabinet design.    **TouchTunes Game Studio.**  Arlington Heights, IL - *Game Artist* June 2007 - March 2010  Created 2D/3D characters, props, environments, animation and motion graphics for touch-screen tabletop video games suitable for bars and restaurants.  **Atomic Imaging, Inc.** Chicago, IL - *Contract 3D Artist*  March 2002 - June 2002  Created 3D props, animated characters and rendered cutscene videos for a PS2 video game.  EDUCATION  **The Illinois Institute of Art -** Schaumburg, IL *Bachelor of Fine Arts - Media Arts and Animation* 1998 - 2001  CREDITS \*(client)**:**  **Games:**  (American Pinball) **Hot Wheels, Barry O’s BBQ Challenge**, **Galactic Tank Force**  ”Best in Show” MGC 2023.  (Team Play) **Carnival Wheel** - “Innovators and Operators Choice Award” AMOA 2023.  **Launch Code** - 1st place ”Best Game Product” IAAPA 2017.  **Fishbowl Frenzy**  - 1st place “Best Product and Brass Ring Award” IAAPA 2014.  **Pirate’s Booty** - 3rd place “Best of Show” IAAPA 2011, **Surfin’ Safari and Spins Ahoy!** (Game Refuge) **Flirt Planet**, **Deadliest Catch,** **Arctic Stud Poker Run**, **Komatsu Challenge**, **Cow Tipping,** (Namco) **Rock ‘n’ Bowl-o-Rama**.  (High Voltage) **Disney’s Stitch: 626**. **Casino:**  (WMS) **Big Money Cheese Caper**, **Monopoly Grand Hotel,**  **The Match Game, Monopoly Own it All**. | SKILLS  2D/3D Animation  3D Modeling / Sculpting  2D Illustration / Painting  Character Rigging  PBR Texture Map Creation  UV Unwrapping  Motion Graphics  Lighting and Rendering  SOFTWARE  3D Studio Max 2023  Maya 2023  Zbrush 2022  Photoshop 2024  After Effects 2024  Substance Painter 2022  Marmoset Toolbag 5  3D Coat 2024  Blender 3.0  Unity Game Engine 2021  Unreal Game Engine 5.1  CREDITS **continued:**  (TouchTunes - PlayporTT)  **Bag Toss**  **Shuff-O-Bowl**  **Cap'n Zack**  **Bobblehead Baseball**  **Ball Bobblers**  **Flippy Kup**  **Beer Pong**  **Sundae School**  **MotoCross Country**  **Space Goblinz**  **Tic-Tac-Toe Deluxe** |