

# Guy Gonzalez

Concept Illustrator  
I.A.T.S.E. Member LOCAL #800

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Education	<i>Art Center College of Design, Fashion Institute of Technology,</i>	Pasadena, CA 93' New York, NY 91'
Skills	A creative and concise individual with extensive knowledge in both manufacturing and industrial design. Major strengths are developing assets for Pre-Vis, project management, digital modeling for design, early stage conceptual modeling, scale models, rapid prototyping for printing and visual development .	
Softwares	<i>Adobe Creative Suite, Autodesk - 3Ds Max, Maya, Blender, Chaos Group Vray, Dassault CATIA V5 r2015 and V6 r2017, Luxion KeyShot, Mcneel Rhinoceros, Microsoft Office Suite, Pixologic ZBrush, Foundry Modo</i>	
Experience	<b>Concept Designer</b> <i>"the Equalizer S02E14" NBCUniversal / CBS Studios, New York</i>	Jan 2022
	Concept Design, Pre-vis	
	<b>Concept Designer</b> <i>"Dead 2 Me, S03" Netflix / CBS Studios, Los Angeles</i>	Dec 2021
	Created assets for use as still images and Pre-Visualization evaluating movement during the scene as a Virtual Set, for the Live-Action concept	
	<b>Concept Designer</b> <i>"Bel-Air, Pilot" Peacock / NBCUniversal, Los Angeles</i>	Jul 2021
	Environment Design and Development.	
	<b>Concept Designer</b> <i>"For All Mankind S03" Apple TV+, Los Angeles</i>	Apr - Jul 2021
	VFX Props and Vehicle Design and Development.	
	<b>Concept Designer</b> <i>"Secret Headquarters" Paramount Pictures / Bruckheimer Films</i>	Mar 2021
	Vehicle Design and Development.	
	<b>Technical 3D Artist</b> <i>Weta Workshop Ltd., Wellington, NZD</i>	(Contract) Mar 2021
	"Non Disclosed Program" - Client Based program, Pre-Vis based development for the purpose of visually presenting a style guide for direction and development of the client's project.	
	<b>Pre-Vis Artist</b> <i>"Lucifer 20/21, S06E08"- NetFlix / Warner Bros. TV, Los Angeles</i>	Feb 2021
	Created assets used for Pre-Vis and as a Virtual Set for live action. <b>S06E08- "Save the Devil-Save the World!"</b> <b>People's Choice Awards, USA 2021, Lucifer S6</b>	
	<b>Concept Designer</b> <i>Sentry Inc., Virginia Beach</i>	(Contract) Apr 2020 - Dec2020
	Seal Team 6 "Future Soldier" - US Based program Pre-Vis based development for the purpose of visually presenting a style guide for direction and use for future based products per the Share Holders.	
	<b>Pre - Vis Artist</b> <i>"Neom Bay"- IDEA., Los Angeles</i>	(Contract) Sept 2019 - Jul 2020
	Saudi Arabian foreign client / program Arch-Vis, Pre-Vis based development for the purpose of visually presenting a self sustaining city developed in it's entirety.	
	<b>Concept Designer</b> <i>"The Affair"- Showtime, Los Angeles</i>	Mar 2019 - Apr 2019
	Created assets used for Props and as markers in live action VFX. Tangible props and digital assets Pre-Vis for use on S05 E07, an American television drama series. Props Master - Parker Swanson	
	<b>Pre - Vis Artist</b> <i>"Neom Style"- IDEA., Los Angeles</i>	(Contract) Nov 2018 - Feb 2019
	Saudi Arabian foreign client / program Arch-Vis, Pre-Vis based development for the purpose of visually presenting a self sustaining city developed in it's entirety.	
	<b>Pre-Vis Artist</b> <i>"Ford vs Ferrari"- 20th Century FOX, Los Angeles</i>	Jun 2018 - Jul 2019
	Digitally modeled interior accessories, replicas components for use in VFX, Pre-Vis images and data submitted to the Vehicle Art Director Consultation on props and digital assets for Pre-Vis, all for use on "Ford vs Ferrari" replicar interiors on the American film	
	<b>PM / Studio Engineer</b> <i>Applied Composites, LLC Co., Irvine, CA</i>	May 2015 - Sep 2018
	PM / CATIA Modeler for use in composites design, product design and concepts, samples consist of assembly jigs, vacuum mill fixtures, form dies, fixture design and simulation, welding fixtures, automotive scaled and full sized model prototypes for either volume check, visual representation, manufacturing programs and or production for display, shows, functions or unveiling for either inhouse or clients ranging from Defense, Aeronautical, Automotive, Entertainment and Green Energy,	
	Data is utilized by Composites Depts., Inspection, Fabrication and NC dept for manufacturing purposes, and or rapid-prototyping	
	<b>Studio Engineer</b> <i>Honda R&amp;D Americas, Torrance, CA</i>	(Contract) Dec 2013 - Dec 2014
	Digital Modeler focused on either latter or mid term scaled and full sized model prototypes for either volume check, wind tunnel tests, visual representation or production inter-reference for display, shows, functions or unveiling. Output is utilized but not limited to NC dept, rapid-prototyping and/or exterior interior teams	
	<b>Concept Designer</b> <i>315 Medium Inc., Pasadena, CA</i>	Dec 2008 - Oct 2014
	Consultant / Designer for clients ranging from Action Sports, Automotive, Apparel, Film, Military and Television.	
	<b>Concept Designer</b> <i>Atk Tactical Systems Co LLC, Norfolk, VA</i>	Nov 2011 - Sept 2013
	Consultant / Designer for specific R&D tasks, product ranging from Military, Law Enforcement as well as Consumer protective equipment, accessories and fire arm related products.	
	<b>Concept Designer</b> <i>Trijicon, Inc., San Diego, CA</i>	May 2012 - April 2013 <sup>Rev. 01NOV2021.</sup>
	Consultant / Designer for specific R&D concepts, product ranging from weapons safety devices, illumination concepts and equipment for use in Military, Law Enforcement as well as Consumer fire arm products.	