

Liz Pulanco

Pixel Artist & Animator

Portfolio: lizpulanco.weebly.com

Contact: lizpulanco@gmail.com

Skills

- Creating pixel art characters and animations using Photoshop and Aseprite.
 - Translating concept art into pixel art assets ready to be used in game.
 - Communicating and working with small teams.
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Experience

Freelance / Artist & Animator

JANUARY 2011 - PRESENT

- Works with various Twitch streamers to create personalized pixel art Twitch Emotes and Badges for their channels.
- Produces illustrations, pixel art, and animations for personal clients.

Perfect Garbage Studios / 2D Sprite Artist

OCTOBER 2021 - PRESENT

Flyover Games / Character Artist & Animator

OCTOBER 2015 - NOVEMBER 2022

WaveCrash!! is a head-to-head puzzle fighting game.

- Worked alongside the developer to design and animate several playable characters. Animations include an idle, run, attack, victory, and defeat.

Kappamon / Character Artist & Animator

SEPTEMBER 2018 - APRIL 2019

Kappamon are pets for your livestream.

- Produced character sprites based off of existing concept art, and created eight unique animations per character.

Jelly Paladin / Monster & Enemy Pixel Artist

JULY 2015 - FEBRUARY 2016

Dreamblazers is a lighthearted, turn-based 2D RPG about adventuring *your way!*

- Designed and animated various enemy sprites, working off of provided visual reference and written concepts from the developer.
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Education

DigiPen Institute of Technology / Bachelor of Fine Art in Digital Art and Animation

2011 - 2015, REDMOND, WASHINGTON