



Yolanda Martinez

ILLUSTRATOR CHARACTER DESIGNER
VISUAL DEVELOPMENT ARTIST

EDUCATION

BACHELOR OF FINE ARTS
Academy of ART UNIVERSITY
09/2010-05/2015

INTERESTS



CONTACT

meridian, idaho

323.795.6179

yxm045@gmail.com

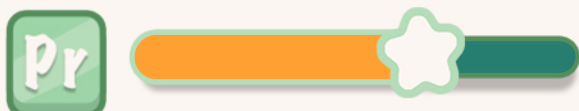
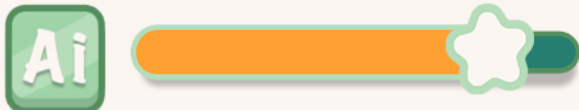
ymartinezart.com

LANGUAGES

English

Spanish

SOFTWARE SKILLS



★ EXPERIENCED IN GOOGLE SOFTWARE AND MICROSOFT ★

WORK EXPERIENCE

FREELANCER | ILLUSTRATOR
02/2013-PRESENT | Meridian, ID
-Visual development and illustration artist in both animation and interactive games.

CURIOUS MEDIA | MID LEVEL ILLUSTRATOR
03/2022-PRESENT | Nampa, ID
-Executed variety of illustration styles from hand drawn to vector art for both original and existing properties like: Fred Rogers, Disney, PBS, Nick JR, Spin Master, Banzai, Pokemon and more.
-Utilizing industry standard tools and hardware.
-Designing characters, props, backgrounds, scene designs for games and toys.
-Creating detailed wireframes, sketches or visual aids to plan final illustrations.
-Ability to work in a team environment and remotely.

KIPPO | CONTRACT ILLUSTRATOR
03/2022 | Los Angeles, CA | Remote
-Costume design variations for NFT's for in house dating app.
-illustrated final designs from sketch to finish and exported assets.

BLUEPULSE STUDIOS | CHARACTER DESIGN
10/2015-03/2019 | Austin, TX | Remote
-Created visual style for "Zera and the City of Endless Nights", and "Sailor Bold".
-Created visual aids for social media platforms.
-Involved in different areas in pipeline: storyboards, visual development and prop design.

GHOSTBOT INC | JUNIOR ARTIST
02/2013-05/2014 | Daly City, CA
-Created character vector assets for mobile game app, "Dragonstory".
-Clean up designs and color comps.
-Support inbetween animation for tv animated series, "Lost Treasure Hunt."

ACHIEVEMENTS

2025 | Emmy- Outstanding Interactive Media
-Fred Rogers Productions "Cousin Hodie Playdate"

2024 | WEBBY Honorable Mentions
-Nogginville and Donkey Detective

2012 | Notably Recognized
-Academy of Art Univ. animated short "SOAR"