

MELISSA GAMEZ

EDUCATION

- Sept 1991 - Aug 1994 Master of Science in Visualization Sciences
Texas A&M University
- Sept 1985 - Dec 1989 Bachelor of Environmental Design
Texas A&M University

PROFESSIONAL EXPERIENCE

- Present Principal Designer
Gamez Creative
Charlotte, North Carolina

Create graphic and visual solutions for clients, including branding, logos, layout, photo manipulation and retouching, illustration, packaging, social media, animation, and web design.

- Aug 1999 – May 2002 Computer Artist
Westwood Studios – Electronic Arts
Las Vegas, Nevada

Responsibilities included designing cgi elements for video game production. Design work included cinematic animations, interface and gameplay elements, character and environment modeling, texturing, lighting, animation and effects.

- Jan 1996 – June 1999 Senior Technical Director
Will Vinton Studios
Portland, Oregon

Responsibilities included computer animation, technical direction, camera rotoscoping, modeling, surfacing, texture/image generation, lighting, effects animation, project management, live shoots, compositing, scene setup, character design and setup, communication and problem solving for television commercial production.

- June 1994 - Dec 1995 Assistant Design Director, Computer Animator
Kahlen + Partner Architekten
Aachen, Germany

Created architectural animations and presentations for clients, competitions, public authorities and publications for the company. Work included all aspects of 3-D animations, 2-D stills, photography, video, mixed media and the development of new architectural presentation methods.

ACADEMIC EXPERIENCE

August 2018 – Present Assistant Professor
Queens University
Charlotte, North Carolina

Responsibilities include teaching and developing classes in vector and raster graphics, digital illustration, motion graphics, image manipulation, digital photography, and interior design in the College of Arts and Sciences.

Jan 2011 – May 2018 Adjunct Instructor
Queens University
Charlotte, North Carolina

Responsibilities include teaching and developing classes in vector and raster graphics, digital illustration, motion graphics, image manipulation, digital photography, and interior design in the College of Arts and Sciences.

Oct 2002 – May 2015 Graphic Design Instructor
Art Institute of Charlotte
Charlotte, North Carolina

Responsibilities included teaching and developing classes in vector and raster graphics, 3d computer modeling and animation, digital illustration, image manipulation, and web design.

Sept 2007 – May 2009 Part-time Lecturer
UNC Charlotte
Charlotte, North Carolina

Responsibilities included teaching and developing classes in 3d computer graphics in the College of Architecture for upper level undergraduate and graduate students.

Aug 2000 – Dec 2000 Adjunct Professor
College of Architecture, University of Nevada, Las Vegas
Las Vegas, Nevada

Developed and taught Digital Image Making and Architectural Visualization, which covered issues related to digital image production, mixed-media image making, project planning, storyboarding, animatics, lighting, modeling, textures, and rendering. This 3-credit course was open to upper division undergraduate architecture and fine art students and graduate students in the School of Architecture and the College of Fine Arts at UNLV.

May 1992 – Aug 1992 Architectural Graphics Assistant
CRSS, Inc.
Los Angeles, California

Provided assistance in establishing a visualization laboratory, trained architects in the UNIX environment and associated software packages, provided demos for clients, and created 3D computer-generated models of architectural projects.

BROADCAST

- Video games for the PC and massively multiplayer online games, including Electronic Arts “Command and Conquer Renegade” and “Earth and Beyond”.
- Television commercials, including work for M&M Mars, Tropicana, Bayer, Clorox, and Hallmark.
- “University World” for distribution to PBS affiliates. Animation segments, including "A Wish", by Melissa Saul.

FREELANCE

- Photo retouching for Attitude Furnishings, Charlotte, NC (2018)
- Adobe Illustrator training for Belk Corporate, Charlotte, NC (2018)
- Logo design for Attitude Furnishings, Charlotte, NC (2018)
- Hoodie design for Piedmont IB Science Olympiad, Charlotte, NC (2018)
- Business Card design for Ascending Phoenix Acupuncture, Matthews, NC (2018)
- Logo design for WC Wingate Group, Charlotte, 16 (2017)
- Logo and collateral design for DLCD, Chicago, IL, (2017)
- Logo and collateral design for Optimas Wellness, Charlotte, NC (2017)
- Collateral promotional materials, Rudnicke Orthodontics, Winston-Salem, NC (2017)
- Layout and design for Categorically Yours greeting cards, Charlotte, NC (2017)
- Logo design for Interurban Properties, Charlotte, NC (2016)
- Book Jacket design for three book series for Tracy Lee Curtis, Charlotte, NC (2016)
- Website design for Insight into Talent, Cleveland, OH (2016)
- Logo, collateral, and website design for Ascending Phoenix Acupuncture, Charlotte, NC (2015)
- Logo design for Piedmont IB Science Olympiad t-shirts, Charlotte, NC (2015)
- Website design for Jane Schmidt Artworks, Asheville, NC (2015)
- Logo design for Huntingtowne Farms Neighborhood Association, Charlotte, NC (2014)
- Logo design and business system for Rudnicke Orthodontics, Winston-Salem, NC (2014)
- Logo design and business cards for echo consignment, Virginia Beach, VA (2014)
- Logo design, business cards, pamphlets, and website creation for Lotus Acupuncture, Charlotte, NC (2013)
- Logo design and website creation for Shain Gallery, Charlotte, NC (2013)
- Logo design for TeaCaH, Charlotte, NC (2013)
- Logo design for Winston Bone & Joint Surgical Associates, Winston-Salem, NC (2013)
- Book design and layout for Maggie Barker, *Treasure in the City*, Charlotte, NC (2011)
- Exterior banners for Art Institute of Charlotte, Charlotte, NC (2011)
- Full graphics support for Charlotte Wine and Food Festival, Charlotte, NC (2010)
- Logo design for Salon on Selwyn, Charlotte, NC (2010)
- Invitation design for Buddy Kemp Cancer Center, Charlotte, NC (2010)
- Logo for Birthday Blessing, Charlotte, NC (2010)
- Logo for Juvenile Diabetes Research Foundation team, Charlotte, NC (2009)

- Logo for Charter Jet Transport, Charlotte, NC (2009)
- Logo for Griffin Aviation Insurance, Charlotte, NC (2009)
- Photo Retouching for Spain Construction, Charlotte, NC (2009)
- Concept Development and Architectural Renderings, UNCC Graduate Center, Charlotte, NC (2008)
- Logo for Park Road Public Montessori, Charlotte, NC (2007)
- Poster for SouthPark Swim and Tennis Club, Charlotte, NC (2007)
- Logo Contest Winner, The Front Door Restaurant, Charlotte, NC, (2005)
- Logo Design, Wake Forest University Calloway School of Business, (2003)
- Progressive Architecture Award Packet for the Las Vegas Mormon Fort Visitor's Center, Assemblage Studio, Las Vegas, Nevada, (2000)

PUBLICATIONS and CREATIVE ACTIVITIES

- "Seven Deadly Sins", Digital Photo Collage Series, The Arts at Queens Faculty Art Show, August – September 2017
- "Clines Antiques", Digital Photo Collage Series, The Arts at Queens Faculty Art Show, August – September 2016
- "Yoli", Digital Photo Collage Series, The Arts at Queens Faculty Art Show, August – September 2015
- "Train yard", Multi-exposure Hand Painted Photographs, The Arts at Queens Faculty Art Show, August – September 2014
- "Skeleton Scotch Ale", "Yoli's Growler", Art of the Beer Label, Birdsong Brewing Co., Charlotte, NC 2012
- "Dia De Los Muertos", Siggraph Computer Animation Festival, August 2003
- David Parrish, *Inspired 3D Lighting and Compositing*, "An Interview with Melissa Saul Gamez", Cincinnati: Premier, 2002
- "Murdoch's World", independent film by Chuck Carter, (2001)
- "Day of the Dead", independent film by Kirk Kelley, (2001)
- "Trap", independent film by Gesine Kratzner, (2000)
- "P42", independent film by Sean Burns and Melissa Saul Gamez, (1999)
- "A collection of digital images produced at Texas A&M University," PIXEL Magazine, '94 February Issue, No. 137, Tokyo, Japan, pg. 65
- "A Letter from America: Regarding SIGGRAPH," PIXEL Magazine, '94 March Issue, No. 138, Tokyo, Japan, pg. 105, 107
- Fred Hocker and Melissa Saul, "The Use of Computers in Ship Reconstruction: Risks and Rewards," presented at the annual meeting of the Society for Historical Archaeology, Vancouver, BC, 6 January 1994
- Architecture design project published in *Texture Magazine*, 1986
- Texas A&M University College of Architecture publications, to include lecture series, special events, promotional posters, newsletters and brochures