

PAULETTE

ORDÓÑEZ MEDINA

HOLA!

I'M A PASSIONATE DESIGNER
AND ILLUSTRATOR, EAGER TO CREATE
MEMORABLE STORYTELLING EXPERIENCES
THROUGH COMPELLING
ARTWORKS AND DESIGNS.

CONTACT



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pauletteord.com

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Canada Status:
PERMANENT RESIDENT

SKILLS

GRAPHIC DESIGN

USER INTERFACE DESIGN

ILLUSTRATION

CONCEPT ART

SOFTWARE

Photoshop / Illustrator / Flash
After Effects / Procreate

EDUCATION



2018 - 2019

ANIMATION CONCEPT ART PROGRAM

Vancouver Film School / Vancouver BC

2017

Oct. - Dec.

UI & COMMUNICATION DESIGN PROFESSIONAL PROGRAM

RED Academy / Vancouver B.C

2016

Summer

PERSPECTIVE DRAWING

Emily Carr University / Vancouver B.C

2010 - 2015

BACHELOR'S DEGREE IN GRAPHIC DESIGN

Universidad Iberoamericana / Mexico City

EXPERIENCE



WILDBRAIN STUDIOS / Vancouver B.C

2021 - 2022

Nov. Nov.

SENIOR DESIGNER / Undisclosed CG show.

Worked alongside the Art Director to establish the visual style of the environment design and its reinterpretation from the 2D version to 3D.

Mostly worked on set designs, vehicles and props.

Alongside I also got to help the studio development team with the early visual development work for new and original undisclosed 2D and 3D IPs.

2021 - 2021

May Nov.

CG DESIGNER

Fireman Sam Season 14

- Vehicles, prop and characters re-dress design

In the Night Garden

-Characters and props design.

Lego Friends

- Sets, props and characters design.

2020 - 2021

Oct. April

LOCATION DESIGNER / Polly Pocket Season 4

BG design and colour.

2019 - 2020

Nov. Oct.

BG CLEANUP ARTIST- Johnny Test Remake

I had to do the revision of BG keyarts to be ready for production, as well as assisting on prop and location design and colour layout tasks.