

# DEE BOTTINO

Shoreline, WA

dcbottino@gmail.com | Mobile 949.463.6692 | deebottino.com

## Summary of Qualifications

- Creatively driven to learn new skills and software, both in professional environments and personal creative projects
- Extremely organized and capable of managing multiple and varied projects
- Strong range of diverse technical and practical skills

### Practical Skills

- Motion Graphics
- Video Editing
- Unreal Engine
- Illustration
- 3D Modeling/Animation
- Motion Capture
- Photo Retouching
- Apparel Design
- Packaging Design

### Technical Skills

#### Applications

Adobe Photoshop, Lightroom, After Effects, Premiere, Media Encoder, InDesign, Illustrator, Maya, Blender, Cinema 4D, Unreal Engine, Office Suite (Word, Excel, PowerPoint, Outlook)

#### Platforms

macOS, Microsoft Windows

---

## Work Experience

**Atomic Infotech**, Georgetown, WA

**July 2021 – June 2023**

*Global brand production and deployment company. Offers brands print, web, and photography production services*

### Graphics and VFX Artist

Produced graphic assets, motion graphics, and lead virtual production for gaming-focused live streams, marketing, and corporate presentations.

- Corresponded with client marketing directors to effectively capture brand identity and quality
- Lead software and hardware research for Unreal Engine-based virtual production and AR experiences

**Twitch**, Shoreline, WA

**Jan 2021 – Present**

*Livestreaming service for creative content*

### Unreal Developer and Twitch Affiliate

Produces a 3D virtual character, or VTuber, live stream using Unreal Engine and motion capture to develop interactive environments for the audience to participate in.

- Produces all character and environment assets, including 3D modeling, texturing, animation, facial capture morph targets, UI and Twitch integration using Unreal Engine's Blueprint scripting language
- Built a virtual pet system that gives the audience personalized characters to customize, including an evolution system and competitive mini-games
- Produces tutorials focused on supporting others to build Unreal Engine environments and Twitch integration

**Schawk Inc**, Redmond, WA

**July 2017 – July 2021**

*Global brand production and deployment company. Offers brands print, web, and photography production services*

### Photo Retoucher and Production Designer

Oversees product photography image editing, including color correction, model retouching, and background masking, as well as print design, preflight, and revisions for product packaging and literature.

- Through consistently exceeding expectations, I advanced to oversee higher-priority accounts twice within my first year of employment by being repeatedly lauded by supervisors
- Overhauled quality control process by devising a streamlined template for uncovering errors in production, increasing client retention by 20%

**Dean Bottino Design and Illustration**, Shoreline, WA

**March 2015 - Present**

*Freelance business, providing services such as motion graphics, illustration, and print design*

### Lead Designer

The independent design company I cultivated makes use of my skills in the entire Adobe Suite to produce the video and graphic design envisioned by my clients. Through spearheading effective marketing and community engagement, the illustration side of my business has garnered a rapid following and generates excellent print and merchandise sales.

- Illustration was chosen to be produced as official merchandise for Monomi Park's "Slime Rancher" video game, distributed by ForFansByFans for online, retail, and official convention booths
- Lead design of all aspects of the UC Irvine Gifted Students print marketing, including course catalogues, packaging, and business cards, increasing student enrollment and retention by 40%

**Wisecrack Inc**, Shoreline, WA

**March 2015 – July 2017**

*Educational YouTube Channel with over 2.79 million subscribers.*

### Motion Graphic Artist

Produces motion graphic segments, video editing, and title cards for rapidly-generated YouTube content for an audience of over 3 million viewers. Utilizing the script and voiceover work authored by the directors and cast, I oversee all aspects of production from storyboarding to graphic asset production and animation. I maintain a high-paced production workflow while both maintaining and advancing the visual quality and storytelling techniques.

- My most popular video "The Philosophy of One Punch Man" has gained Wisecrack more than 2.6 million views
- Through self-driven education in After Effects and exceeding expectations, I've transformed my responsibilities from providing graphic assets at the beginning of my employment to leading the animation of entire episodes

**Hybrid Apparel**, Cypress, CA

**May 2010 – March 2015**

*Licensed, branded, and private label apparel company. Handles design, merchandising, production, and distribution of clothing and merchandise to retailers*

### Apparel Artist

Utilizing illustration, typography and composition skills, I created inventive designs for licensed apparel. I introduced rapidly-evolving market trends in clothing design while fulfilling and maintaining the strict, established styling standards of brands such as Disney, Marvel, and Nintendo.

- Formulated creative prototypes of apparel and packaging designs to present impressive pitches to high-profile brands, securing licensing rights while edging out fierce competition from rival design companies. My work boosted presentations to obtain both the Marvel and Nintendo licenses
- Mentored 5 junior designers, communicating and modeling our high design standards and bolstering their success and the company's employee retention

## Education

Bachelor of Arts, University of California Irvine (Irvine, CA)

---

## Professional Memberships and Affiliations

UCI Alumni Association

Artist Alley International

Twitch Affiliate – Unreal VTubers Collective