



Andy Rivera

Character Design
Prop Design

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Adaptable and eager to explore visions and ideas. Driven to create appealing visual compositions and matching moods, settings and color to written narratives.

Skills

Proficient in digital software such as Photoshop CC, After effects, Blender, Paint tool sai, Clip studio and Procreate.
Flexible with any current tablet technology by Wacom, Huion or Ipad.

Experience

WhatPumpkin Studios / Character designer, Illustrator

June 2019 - PRESENT

Worked on prop assets and character illustrations throughout the production of Pesterquest (2019)

Did character design, backgrounds and illustration for the webcomic Homestuck 2: Beyond Canon (2019-2020)
