

Gregory Archuleta
Santa Fe, NM
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Professional Objective – To continue to grow and learn within my field of Illustration.

-Active and Previous Experience -

Gregory Archuleta Art & Illustration – June 2013 to Present

Illustration and Design

- Immediately sought and completed commission work in mediums such as digital, ink, and acrylic paintings
- Mentored artists and helped develop and hone their skill sets and work flow
- Denver, CO - Joined a group called Denver Illustration Studio, where we met each week to work on growing artistically as a community
- Austin, TX - Had a group of professionals I met with every week to work on progressing our skills
- Santa Fe, NM - Have multiple art prints inside the Meow Wolf gift shop

Pancakes and Booze Traveling Art Show – May 2016 & November 2016

Austin, Texas - Showcasing Artist

- Selected to showcase for Pancakes and Booze, a country-wide traveling art show. First show since moving to Austin TX
- Successfully sold several prints

State of New Mexico State Solo Art Show– April 2014

Santa Fe, New Mexico

- Selected to showcase for the state of New Mexico Land Office in a solo exhibition
- Showcased traditional acrylic paintings and oil
- Successfully sold several of my best originals

Rock Mountain College of Art and Design Senior Show – August 2013

Denver, Colorado

- Selected and showed three of my best works of art
- Networked and made industry connections
- Learned useful skills in art installations

Warehouse 21 Art Exhibition – August 2012

Santa Fe, New Mexico

- Entered competitive art exhibit for local artists
- Exhibition for environmental destruction and awareness

EDUCATION

- Rocky Mountain College of Art & Design
Bachelors of Fine Arts & Illustration August 2010– August 2013
Awarded Merit Scholarship and Talent Scholarship

Skills, Abilities, and Strengths

- Skilled illustrator with exceptional strength in digital work. Well versed in Adobe Photoshop and Adobe Illustrator
- Comfortable in multiple traditional mediums including pen and ink, oil/acrylic paints, watercolors, and traditional pencil drawing
- Developed skills in woodworking including creating a experimental crescent moon rocking chairs, canvases for paintings, and a coyote from cut out pieces of plywood
- Familiar with sculpting and modeling to create three dimensional art molds through traditional materials such as super sculpey and digital work such as Blender
- Trained in figure drawing with deep understanding of the relationship between muscles, bones, and proportions. Well experienced in illustrating anatomically correct characters, otherworldly beings, and creatures

References

Patrick Parker	Blizzard Entertainment	903.363.3243
Crystal Sully	Illustrator for Pathfinder (Paizo)	303.807.7026
Kevin Chin	Senior Concept Artist at Kingsisle Entertainment	310.612.3235
Jason Allen	Chief Executive Office at Incarnate Games	719.930.3283
Emily Montoya	Project Director and Artist at Meow Wolf	505.660.7688

