Twisted Sloth Studios

Giovanna Plasencia

Graphic Designer · Illustrator

An experience graphic designer and illustrator who has worked on programs such as the Adobe Suite, Maya, and Nomad Sculpt. I have combined all of these skills in order to portray solid designs and concepts for others to see.

Contact Information

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Education

University of Texas Rio Grande Valley - bachelor's in visual communications design
Spring 2026

Core Skills

Adobe Photoshop, Illustrator, InDesign, Animate, After Effects, Lightroom, Dimensions, XD, Dreamweaver
Autodesk Maya 2026
Nomad Sculpt (iPad)

Technical Skills

Visual Development
Illustration
Character design
Organization
3D Modeling
Brand Design

Experience

Typogaphy 2, Spring 2025

This class required us to create not only a hypothetical business, but also create new packaging designs for said business. This project required me to use Adobe Photoshop and Illulstrator. For this project I created a Skateboard company for skateboard wheels. I made custom packaging for wheels to not only show off the product but also act as a functional piece.

Concept Art, Fall 2025

This class helped me hone my skills as a character and environment designer. I created concept art based off a story I created, including an environment, a prop, one character, and a creature for said story. I feel I became a more familair with photoshop not only in the photography sense but also in painting on the program.

3D Animation, Fall 2025

This class taught me how to use the 3D software, Maya. We were briefly taught how to model on the software so I have some knowledge in modeling on the program however I do know how animate on it. We did a total of 5 animations in that class ranging from walk/run cycle, to lifting and throwing, and to directing and animating our own scene.