



KRISTINE BUERANO

✉ hello@localkristine.com

🌐 localkristine.com

☎ Available Upon Request

@ localkristine

EXPERIENCE

LOCALKRISTINE (SHOP + STUDIO)

May 2018 to Present

Finding playful ways to provide comfort and connect with care through illustration and interactive media.

REWRITERS, STAR STUFF REMIX (GAMES) • 9 DOTS

Art Lead, Game Art, UI/UX • Jan 2023 to July 2026

Lead creative direction and artistic production timeline for two educational games teaching computer science to elementary school students. These games are integrated into multiple school districts in the greater Los Angeles area.

Designed game assets prioritizing our students' sense of belonging and representation including customization, game layouts, interaction flows, UI/UX, animations, character art, and prop art. Developed 20 illustrated and animated visual novels accompanying each lesson which dually supported teachers with lesson delivery and instruction.

#SELFCARE (APP) • TRU LUV

Illustration, UI/UX, Web Design • July 2019 to July 2022

Illustrated libraries of environmental assets, objects, and icons. Created graphic templates for use in-app and on social media. Designed caring, introspective interactions based in "tend-and-befriend" frameworks. Aligned teams and designs to focus on usability and accessibility.

SKILLSET

PROGRAMS & LANGUAGES

Procreate

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Figma Design

Aseprite

Godot

HTML & CSS

EDUCATION

GEORGE BROWN COLLEGE

Graphic Design • Advanced Diploma • 2013 to 2016



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COMMUNITY

TORONTO GAME JAM (TOJAM)

Jammer, Previous Volunteer • 2018, 2021, 2022, 2025

Collaborated on *Hommie* (A mild horror RPG featuring a friend who just won't leave) and *Venting Machine* (an interdimensional friend making friends in liminal space). Responsible for art assets, narrative design, and production.

HAND EYE SOCIETY

Super Festival Jammer, Previous Volunteer • 2018, 2022

Collaborated on *TYTYTY* — a 2D pixel art game about getting something nice for someone you love — for the festival's showcase. Illustrated 37 unique scenes and 40 character and object sprites. Developed the game using GB Studio. Collaborated on game design and supported with dialogue and narrative design.

ZIPE: ZINE PRODUCTION AND EXCHANGE PROGRAM

Participant • July 2018 to August 2018

Self-published several works using stories as a platform for dialogue and diaspora, with zines as a communication tool providing insight into intersectional ways of being.

SIGHTINGS

VECTOR FESTIVAL

Games Workshop • July 2024

SENECA LIBRARIES

Zine Archive • 2022 »

SUPER FESTIVAL

Games Showcase • October 2022

CANZINE

Zine Fair • 2017, 2018, 2019

VENTURE OUT CONFERENCE

Speaker • March 2019

ZINE DREAM

Zine Fair • August 2018

TCAF (ZINELAND TERRACE)

Comics Festival • 2019

NUIT BLANCHE

Art Festival • October 2012