

DAVID PHILIBE GIL

Creative Technologist · Tools and Automation for Creative Teams · Python, JavaScript, Adobe CC, Generative AI

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SUMMARY

Creative technologist with 7 years of hands-on work inside a creative team, keeping its tools running, improving what was already built, and building new solutions around real artist needs. At High 5 Games I owned day-to-day support for the Python, JavaScript, and Adobe ExtendScript tools artists used to localize and export 2D game art in many languages: onboarding users, troubleshooting with them, and fixing what broke. I turned artist feedback into tool improvements, automated repeatable production work so artists had more time for creative work, and taught each workflow to the team. I build generative AI workflows in ComfyUI and Stable Diffusion and bring deep Adobe Creative Cloud experience plus Figma.

SKILLS

Code	Python, JavaScript, Adobe ExtendScript, JSON, jQuery, HTML, CSS; read, edit, and debug
Version control	Git and Perforce; shared repositories, tracked changes, release on deadline
Creative tooling	Adobe Creative Cloud: Photoshop, Illustrator, After Effects, InDesign; Figma; Spine
Generative AI	ComfyUI and Stable Diffusion image workflows; agent harnesses and local agentic LLM inference
Enablement	User support, onboarding, troubleshooting, artist training, workflow guides

EXPERIENCE

Technical Artist · High 5 Games

Feb 2018 - Jul 2025 · New York, NY · Hybrid

- Owned day-to-day tool support: install help, onboarding, triaging issues, troubleshooting with artists, fixes
- Built Python, JavaScript, and ExtendScript tools that automated repeatable production work for artists
- Built a JSON-driven Photoshop pipeline that turned one approved design into variants in many languages
- Built an HTML5 and jQuery game-rules system used as an internal CMS, with scripted export to production
- Gathered artist feedback, turned it into prioritized fixes and new features, and shipped updates in Git and Perforce
- Trained artists on tools and export workflows and documented each workflow so the team could repeat it
- Partnered with artists, designers, producers, and engineers from approved design to shipped game builds

Generative AI Artist and Creative Tools Builder · Self-Employed

Feb 2026 - Present · Remote

- Build ComfyUI and Stable Diffusion workflows with Python helpers for generation, upscaling, and cleanup
- Work with agent harnesses and local agentic LLM inference on my own hardware
- Test generative AI tools hands-on to see where each one helps a creative workflow

Digital Production Artist, Contract · Tiffany & Co.

Oct 2017 - Feb 2018 · New York, NY

- Adapted brand assets for web, digital billboard, and campaign formats in Photoshop and After Effects

Digital Graphic Designer · High 5 Games

Jan 2014 - Sep 2017 · New York, NY

- Produced and localized game logos and assets across many locales; ran format checks and QA

Moderator and Digital Artist, Part-time · QiDao Protocol

Jan 2021 - Sep 2026 · Remote

- Wrote Python scripts to pull, process, and chart business metrics; designed digital assets for community campaigns

Digital Artist and Technical Artist · Powerhead Games, Sifteo, and others

2000 - 2013 · New York, NY and Remote

- Planned art workflows and specs for mobile and handheld games; built Photoshop batch automations

EDUCATION

- BFA, Computer Art - School of Visual Arts, 1996 - 2000
- Frontend Web Development Nanodegree - Udacity, 2017; C and C++ Programming - NYU SPS, 2014 - 2015