

VISUAL DEVELOPMENT ARTIST | CONCEPT ARTIST

I had acquired vast experiences as a Concept Artist, Visual Development Artist and Background Designer for several companies for the past years. I strive for conveying artworks and projects for the entertainment industry. I love to learn new perspectives and overcome challenges in creative ways.

- Efficient
- Fast Pace
- Team Player
- Multitasker
- Creative
- Autodidact
- Passionate
- Problem Solver

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Experiences

2024

NDA VIDEO GAME COMPANY UK (JUNE 2024)

NDA GAME - Concept Artist (Creation of props, characters and backgrounds).

2022

Present

FALLEN LEGACY GAMES

Jak & Daxter 4: Fan Project - Concept Artist (Background, prop and creature design).

Jak & Daxter 4 Portfolio

2021

NEW DAWN GAMES (2021 - 2024)

Rayman 2 Remake - Art Director

- Documented all visual art of the game, including tasks list, board meetings and artists report performances.
- Supervise the creation of assets and coordinate tasks, performance report and meet-ups.
- Lead 2D and 3D artists in each stage with the 2D concept art.
- Additionally assist with key concept art for levels (lighting, mood colors, environmental, props, etc.).

Rayman 2 Remake Portfolio

2019

CHICKENDUCK SHOW, CHANGUY

Background Artist.

2017

VEJIGANTES THE ANIMATED SERIES

Art Director, Background Painter, Colorist, and Concept Artist.

2016

DAVE ALVAREZ STUDIO

Dorothy and the Wizard of Oz series, Season 2, Boomberang - Background Layout Artist.

SpongeBob & TMNT Nickelodeon Animation - Background Artist .