

# Experiences



## Jessa Otero

VISUAL DEVELOPMENT ARTIST | CONCEPT ARTIST

Passionate and versatile visual storyteller with extensive experience in the entertainment industry across diverse creative projects, dedicated to delivering impactful visuals, creatively navigating project complexities, committed to innovative solutions and embracing new creative horizons.

## Skills

- Clear and concise communication
- Attention to detail and passion.
- Fast pace, team player, and multitasker.
- Easy adaptability and flexibility
- Time management and problem solver
- Openness to feedback and autodidact.

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B.A

## GRAPHIC DESIGN (2015)

Universidad del Turabo P.R.



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**

- Generated a wide range of innovative visual concepts through sketching, color palette development, technical specifications, and meticulous final rendering of artworks.
- Streamlined the creative workflow by documenting the production process for cross-departmental collaboration.
- Demonstrated a strong understanding of existing intellectual property by thoughtfully refining creature and prop designs (weapons) with updated and believable concepts while respecting the original artworks.
- Collaborated effectively with the 3D department and the director to ensure accurate and functional design of weapons.

[Jak & Daxter 4 Portfolio](#)

2021

## NEW DAWN GAMES (2021 - 2024)

**Rayman 2 Remake - Art Director**

- Worked the visual direction of the game by meticulously documenting all art-related processes, including task management, meeting outcomes, and artist performance evaluation.
- Directed the creation of game assets and efficiently coordinated team tasks, performance reporting, and communication.
- Guided both 2D and 3D artists through all production stages, leveraging 2D concept art to ensure a unified artistic vision.
- Provided critical conceptual art for game levels, defining key elements such as lighting, mood, environmental design, and props to establish atmosphere and visual narrative.

[Rayman 2 Remake Portfolio](#)

2016

## DAVE ALVAREZ STUDIO (2016 - 2019)

- **"Dorothy and the Wizard of Oz series, Season 2"** - Contributed to the visual development of environment (**Background Layout Artist**).
- **"Nickelodeon's SpongeBob & TMNT"** - Efficiently managed multiple background art tasks by delivering high-quality work within tight deadlines for promotional social media posts, ensuring visual consistency and overall aesthetic of the IP (**Background Artist**).
- **"Vejigantes the Animated Series", "Changuy" & "ChickenDuck Show"** - Conceptualized diverse background and prop designs, enriching the adventurous/fantasy environments. Including coloring the Director's characters and creatures design. (**Art Director & Concept Artist**).

[Background Design Portfolio](#)