

CONCEPT ARTIST - VISUAL DEVELOPER - ILLUSTRATOR

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WORK EXPERIENCE AND CLIENTS

2019/2020 Art Director/Visual developer at Undercoders

2019/2020 Visual developer at Immersive Planet

2019 Prop artist at Magic Factory Production

2019 Teacher at the grade "Illustrator and comic guionist", CCC

2019 Color artist, Carlota comic at ESTUDIO FENIX

2019 Illustrator at ORLAS PROFESIONALES

2019 Illustrator and concept artist at CROSSFRUITTERS (co-funder)

2019 Background and environment design artist at Claymaniak

2019 Illustrator at Amania Films

2018/2019 Concept artist and Storyboard at Platanobolígrafo

2018 Concept artist for Panico Escénico Producciones SL

2018 Concept artist and Storyboard at Pedro Rivero (Director)

2018 Visual developer and Illustrator at NECSUM

2018 Poster artist for David Caina

2017 Concept artist at Pedro Rivero (Director)

2017 Concept artist at Platanobolígrafo

2017 Final Arts + Clean up + Animator at Nomada Studio

2017 Character Design and Storyboard artist at El Monstruito

2017 Concept Artist and Illustrator at Line X

2015 Engraving Illustrator at ARMAS KEMEN

EXTRA STUDIES

Character design for concept art
Concept art for videogames
Create an infographic that will make history
Integration of 3D elements using VFX techniques
Matte Painting: creating photorealistic worlds
Narrative and graphic realization
The comic is another story
Artistic and commercial illustration
Photo retouching and visual effects with Photoshop
Design of posters for musical events
Art direction and illustration for advertising

EDUCATION

2019/now Graphic Design Master, Gade. 2016/2017 Concept Art, Escola Joso 2011/ 2016 Grade in Creation and Design, UPV/EHU 2014/2016 Calligraphy, Caligrafía Bilbao 2009/2011 Bachelor in Social Sciences Xabier

LANGUAJES

Spanish (Mother tongue)
English (Fluent)