

MARIANA ENNES



PORTFOLIO:
mariennes.com

I am Mariana, a 28-year-old artist who focuses on illustration and concept art. I have more than 6 years experience with art and graphic design, working on Agile and multidisciplinary teams, having also been a part of several projects for the League of Legends game.

I am passionate about games and the fantasy theme, a fact that is reflected on a large part of my illustrations. To see some examples, I invite you to take a look at my portfolio, the link is just above!

EDUCATION

Quanta Academia de Artes
Drawing Course
2014 - 2015

Instituto Infnet
Graphic Design
2011 - 2012 *Incomplete*

Universidade Veiga de Almeida
Illustration and Digital Animation
2008 - 2010 *Incomplete*

LANGUAGES

Fluent English Native Portuguese

mariennesart

marianaennes

EXPERIENCE

ARTIST RIOT GAMES

JAN 2017 - MAR 2018



Responsible for the art direction of several projects, in which my responsibilities included elaborating concise briefings to the other artists in the team and managing external partners in order to guarantee the quality and coherence in art demands. In these projects I was also able to work directly with different multidisciplinary teams under an agile methodology, for example other artists, developers, project managers, product managers, marketing teams and event organizers.

Meanwhile, I kept contributing to the company by designing and illustrating high quality assets to the diverse projects in which I was a part of.

ART ASSISTANT RIOT GAMES

AGO 2012 - JAN 2017



Was part of the team for many different regional projects, in which I was responsible for creating illustrations, interface design, logo design and graphic material according to briefings directed by the projects product manager.

Designed the visual identity and promotional images for several initiatives such as local websites, regional projects and illustration for future game content.

Cooperated with different teams to reach solutions according to our product manager's direction, contributing with ideas, suggestions, deadline estimations and constant and precise feedback.

GRAPHIC DESIGNER DEMBERG

NOV 2011 - ABR 2012

Produced graphic and web pieces for several clients, such as webdesign and logotypes. Worked with teams to find graphical solutions that would suit client's needs.

GRAPHIC DESIGNER PORTAL DIA DE CAMPO

NOV 2009 - JAN 2011

Produced graphic and web pieces for the company's website.

Created the design for advertising pieces and campaigns for several different clients.

OTHER EXPERIENCES

I have always enjoyed learning and researching things related to art and my interests, which for the most part was games, ever since a young age. My learning journey took me through many different paths, which may not be official work, but I consider the lessons and experiences I had with them equally important to shape who I am today.

I was self-taught in Adobe Photoshop by 12 years old, just so I could paint my drawings digitally and make my own forum signatures - it has been my loyal companion since then. I soon discovered manga and anime, and this was my style for many years, as well as one of the reasons for me to be self-taught in art, despite having moved to another style.

Another motivation to this was games, which have inspired many of my fanarts and illustrations and no doubt will inspire many more.