

Contact

david-alvarez@wanadoo.fr

www.linkedin.com/in/david-alvarez-art (LinkedIn)

www.davidalvarez.fr (Portfolio)

www.facebook.com/DavidAlvarezArt (Blog)

Top Skills

Photoshop

Drawing

Video Games

Languages

Espagnol

Anglais

David Alvarez

Concept artist / Illustrator Freelance

Chambéry Area, France

Summary

I'm a concept artist / illustrator working for entertainments industries and publishing. My recent projects include Wolfenstein YoungBlood, Assassin's Creed series, The Division, Shardbound, and artworks for Games Workshop and Black Library. I'm available for freelance work.

www.davidalvarez.fr

https://www.artstation.com/artist/david_alvarez

<https://www.facebook.com/DavidAlvarezArt>

Experience

Freelance

Concept Artist / Illustrator

2008 - Present

24 rue Guillaume Fichet, Annecy, France

Illustrations, concepts arts, marketing arts, art direction, video games and visual development

Clients :

Bethesda - MachineGames

Black Library

Games Workshop / Warhammer

Spiritwalk / Shardbound

Nadeo

Ubisoft Annecy

Cygames (Rage of Bahamut)

Paizo (Pathfinder)

GFactory

MNSTR

SIG (Service d'information du gouvernement)

Microsoft

Boostr (Urban Rivals)
Tokkun Studio
SquareEnix
Cryptozoic
GameCoStudios
Klab Global Pte. Ltd
Mobages Games
Zagtoon animation
Les moutons electriques
Chevrolet

The Black Library
Cover Artist / Illustrator
March 2016 - Present

Games Workshop Ltd
Illustrator
January 2016 - Present

Ecole Emile Cohl
Instructor - Concept Art
September 2014 - Present

Nadeo
Concept artist Freelance
April 2016 - May 2018 (2 years 2 months)

Spiritwalk Games
Concept artist
December 2015 - June 2016 (7 months)
Concept artist environment / character / props

Ubisoft Annecy
Concept Artist
October 2012 - December 2015 (3 years 3 months)
2015 : Concept artist on Tom Clancy's The Division

2015 : Concept artist on Assassin's Creed Syndicate

2014 : Concept artist on Assassin's Creed Unity

2013 : Concept artist on Assassin Creed IV Black Flag Multiplayer.

2012 : Assassin's Creed III Multiplayer (Concept artist, Owner Level artist on Northwest passage, Level artist on Animus Core)

2011 : Assassin's Creed Revelations Multiplayer (concepts art/roughs/ 3D artist owner on : Knight hospital, Level Artist on Hippokratous)

2010 : Assassin's Creed Brotherhood Multiplayer (concepts art/roughs/ 3D artist owner on : Castel Gandolfo - San Donato - Alhambra)

2009 : Assassin's Creed 2 (Ezio's villa / Florence / Venise) as Concept artist and level artist.

Cygames

Illustrator

January 2013 - November 2015 (2 years 11 months)

Ubisoft

Level Artist

July 2008 - September 2013 (5 years 3 months)

Emile Cohl

Video game project with Unreal Engine

2007 - 2008 (2 years)

Diploma obtained in Concept-design (multimedia section) with Merit

Emile Cohl

Student

2004 - 2008 (5 years)

Eden Games

Concept_designer environment

June 2007 - September 2007 (4 months)

Education

Ecole d'art supérieure Emile Cohl

Concept Design Master's degree, Graduated with honours · (2004 - 2008)

Université de Limoges

DUT, Techniques de commercialisation · (1999 - 2001)