



# JESÚS SÁNCHEZ

DIGITAL GRAPHIC ARTIST



jesusanchezart

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Born in Mexico but currently living and working in Portugal, I'm constantly being influenced by a wide range of things, mainly videogames, animation and comics. I enjoy new experiences and opportunities to grow professionally as well as being proactive and passionate about what I do.

## WORK EXPERIENCE

### Freelance

2006-Ongoing Illustrator and Graphic Designer

Since mid-college I've been working as a freelance producing illustrations, web and logotype design.

**e.Near** [www.eneart.co](http://www.eneart.co)

November 2016 - Ongoing Graphic Artist

Working closely with the developers as Graphic Artist, I've been heavily involved in the pipeline of game development, prepping assets and animations to be implemented into the different games.

**Bica Studios** [www.bicastudios.com](http://www.bicastudios.com)

May 2015-October 2016 UI Designer & Game Artist

Hired as a UI Designer, I worked to improve the flow of the games, then I transitioned into Game Artist, in charge of creating characters, assets and making promotional images and trailers.

**ETIC Algarve** [www.eticalgarve.com](http://www.eticalgarve.com)

March 2016-June 2016 UI Design Trainer

I was contacted to impart the UI Design module for the 2015 Game Design course at ETIC in southern Portugal.

**Planetarium Games** [www.planetariumgames.com](http://www.planetariumgames.com)

April 2012-April 2015 Graphic Artist

As the sole artist in the company, I was in charge of producing new art such as characters and backgrounds, promotional art, graphic, logotype and web design, etc.

**W.LTR oficina de diseño** [www.wltr.mx](http://www.wltr.mx)

January 2008-August 2008 Graphic Designer

This is where I began to learn a lot about working with clients and the day-to-day of an advertising agency.

### Magazines and books collaborations

ONE NIGHT magazine // UNO magazine //  
Marvin magazine // Morrisey y los Atormentados book

## EDUCATION

**Universidad del Valle de México**

Hermosillo, MX

2004-2008 Bachelors Degree in Graphic Design

**Escuela Superior de Dibujo**

Profesional Madrid, ES

2008-2011 Graphic Creation Diplomate

## SOFTWARE

- PHOTOSHOP advanced
- ILLUSTRATOR advanced
- PROCREATE advanced
- AFTER EFFECTS intermediate
- PREMIERE intermediate
- MANGA STUDIO intermediate
- BLENDER beginner
- SPINE beginner
- UNITY beginner

## LANGUAGES

- SPANISH native
- ENGLISH full proficiency
- PORTUGUESE advanced



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## SKILLS

Traditional, Digital and Vector Illustration, Concept Art, Character Design, Storyboarding, Graphic Design, Logotype Design, UI Design

## AWARDS and EXHIBITIONS

**A la muerte con una sonrisa** by MUMEDI (*Mexico City - 2007*)  
Top 40 Poster exhibition

**CONACULTA** (*Mexico - September 2008, 2009, 2010*)  
Three times scholarship winner

**Indigente e-magazine** (*Mexico - October 2009*)  
Interview and work exposé

**ESDIP** (*Madrid - 2009 and 2010*)  
Alumni exhibition

**XXV Concurso de Comic de Villa de Portugalete**  
(*Portugalete - April 2011*)  
Comic contest and exhibiton

**Concursos Estatales de Artes Plásticas y Visuales del Estado de Tabasco** by FONCA (*Villahermosa - November 2011*)  
Juror on Painting, Drawing and Engraving

**Íconos Sonorenses** (*Hermosillo - March 2012*)  
Black and white Sticker exhibition

**Mexóxico** (*Mexico City - September 2012*)  
Painting exhibition

**Ilustra Mar** by ETIC (*Lisbon - July 2014*)  
Illustration exhibition

**Sueños en el Viento** by Colectivo Ouroboros (*Mexico City - July 2014*)  
Illustration exhibition inspired by Studio Ghibli

## HOBBIES

- Traveling
- Art
- Reading
- Comics
- Videogames
- Cooking
- Surf