

A.PACHECO

Antonio Pacheco

Concept Artist and Illustrator

- S.S. de los Reyes, Madrid Spain
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EDUCATION

Master of 3D Animation

Majored in Character Animation
Animation Iskool Academy of Segovia, Spain

Master of 3D Modeling

Ondas Escolares y Universitarias
Madrid, Spain

Bachelor of Fine Arts

Majored in Graphic Design by UCLM
Cuenca, Spain

SOFTWARE

FOCUS

Photoshop, Procreate.

KNOWLEDGEABLE

Blender, Zbrush, Substance Painter, KeyShot
Illustrator, InDesign, Spine, Fuse, Sketch



PROFESSIONAL PROFILE

As a concept artist and illustrator specializing in environment design and characters for video games and films. I integrate 3D elements and photographic textures with illustrative skills to make all kinds of conceptual and key art pieces.

WORK EXPERIENCE

FREELANCE JAN 2019 - PRESENT

CONCEPT ARTIST / ILLUSTRATOR

- I work on videogames and animation projects for several clients

M2R GAMES MAR 2017 - JUN 2019

ILLUSTRATOR

- I was responsible for the realization of several illustrations for the board game Warlords of Terra.
- Work with ADs to find the best visual ideas in each game card
- Transform written briefs into salable visual ideas
- Design manager for the crowdfunding campaign
- Facilitates art direction by contributing to reference

HT PRODUCCIONES APR 2014 - OCT 2016

PRINCIPAL ARTIST

Principal artist for Unannounced project

- Establish visual look development and establish art guides for other artists for creative processes
- Design of the main characters and environment of the project
- Process development and visual standards establishment

CHALLENGER ENTERTAINMET OCT 2011 - MAR 2012

3D ARTIST

3D artist for Unannounced next-gen game

- High / Low poly modeling and texturing of props
- Process development and visual standards establishment
- Facilitates art direction by contributing to reference gathering, style guide and overall studio art direction

UNIVERS PROYECTO MEDIA MAR 2011 - SEP 2011

STORYBOARD / CONCEPT ARTIST

Storyboard and Concept Artist for film Nobody's Rose

- Establish with the director the plans of the main scenes of the movie.
- Set the mood of some scenes for the movie.
- Script assistant in the production phase

PUBLICATIONS

New Plains Review

SPRING 2013

Contribution of two illustrations, Fantasy Forest and Lady for the Machine