



hello@artofsanti.com

NIE: Y1965739N  
(Spanish Work Permit)

# SANTIAGO FUENTES

Visual Development Artist  
Concept Designer  
Illustrator

## ■ FILM EXPERIENCE ■

2019  
2018

**Ainbo: Spirit of the Amazon**, Lead Visual Development Artist, Tunche Films (Lima, Peru)

Art Department Team Lead, Environment/Prop design and Keyframe Art.  
Support in Character Design, Set Dressing, Texturing and Matte Painting.

2017  
2016  
2015

**Condorito (Space Chicken)**, Lead Artist, Aronnax Animation Studios (Lima, Peru)

Environment/Prop design and Keyframe art as junior and later Art Team Supervision.  
Support in character development, texture art, matte painting and motion graphics.

## ■ Videogame and Product Design Experience ■

2015 **Artigames Studio** (Peru), Concept artist

Concept art for video games and VR experiences,  
Game art for a 2d video game "CHIPLAY"  
(PC, IOS,Android)  
Graphic Design for GUI.

2013 **Innou Design** (Barcelona), Product Designer

Design, modelling and render of consumer products for Spanish  
and Chinese markets. Interior design for business  
Graphic design, web UI and print.

2014 **DEPA Design** (Peru), Product Designer

Design, modelling, render and prototyping of consumer  
products based on peruvian culture.  
Graphic design and retouching for PR purposes.

2012 **GR Industrial Design** (Barcelona), Design Intern

Design, modelling and presentation of products for Spanish, German  
and Arabian consumers.

## ■ On my free time ■

Joan Alone TV Series Pilot, SO! Animation, Environment Concept Artist (2018)

"Design with Photoshop and Blender" course, Crehana Education, Teacher (2018)

Tower Flag Videogame, Background & Prop Concept Artist (2018)

Eterno Interior Short Film, Concept Artist (2016)

Nuna: La agonía del Wamani animated Film, Origami Studio, Concept Artist (2015)

Climbing Multitool, I+ED Design, Product Designer/Spokesperson (2014)

## ■ Education and Skills ■

2011 - 2013 : Industrial Design Diploma, IED Barcelona, Spain.

2006 - 2011 : Bachelor in Industrial Engineering, University of Lima, Peru.

Strong Art and Design Fundamentals

Film and Videogame pipeline experience

Versatility in design and visual style

Dynamic approach to tasks, acquired by working on low budget productions.

Outstanding communication skills.

[www.artofsanti.com](http://www.artofsanti.com)



Photoshop



Illustrator



Blender



Rhino



After Effects



Maya



Zbrush



3Ds Max

## ■ Languages ■

Native **Spanish**

Advanced **English**

Intermediate **French**