

JOSU SOLANO

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EXPERIENCE

-The Thinklab	Pamplona, Spain	06/20 – current
Color keys and set design for feature animation		
-Disney Imagineering/Publishing	Los Angeles, USA	11/19 – 04/20
Illustration work		
-Revolution Production Studios	Moscow, Russia	12/19 – 02/20
Concept artwork (environment, keyframe & fx)		
-Man O War Films	Los Angeles, USA	09/19 – 03/20
Pitch art for a unannounced film project		
-Nuare	Windsor, Ontario	08/19 – 06/20
Concept art for videogame		
-Volta	Quebec, Canada	10/18 – 02/19
Concept artwork for upcoming Star Wars game		
-Apolo Films	Pamplona, Spain	05/18 – 04/19
Pre-production & pitch artwork for feature animation		
-Sharkmob	Malmö, Sweden	05/18
Pitch art for a new videogame project		
-Toadman Interactive	Stockholm, Sweden	03/18
Pitch art for a new videogame project		
-Pixel Toys Ltd.	Leamington Spa, UK	12/17 – 12/18
Concept art ranging from blue sky illustrations to production art, level design, etc.		
-3DD Productions	London, UK	04/17 – 05/17
Illustrations for documentary Myths and Monsters broadcasted on Netflix.		

EDUCATION

Concept Art Workshops	Online School	11/16 – 05/17
Concept Design Academy	Pasadena, CA	06/15 - 08/15
Gnomon School of VFX	Los Angeles, CA	09/14 - 09/15
Creanavarra	Pamplona, Spain	10/11 – 06/14

KEY SKILLS

Software: Photoshop, Unreal Engine 4, 3ds Max/Blender, Zbrush, Octane, Vray, 3dCoat, Quixel.

Advanced Certificate in English of Cambridge

AWARDS & FEATURES

Concept artwork and Illustrations published on the book Game Design Next Level by Sandu Publications