

# Javier Bolado | Creative development

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## RELEVANT WORK EXPERIENCE

### Editor in chief of [Ed. Babylon](#)\* Spain (EU) 2016 - Present

(\*division of [Ontinet.com](#) holding / [ESET](#) Spain)

- New business plan design of the Comic department
- Internationalization of the company with license agreements in the USA: *Boom Studios, IDW, Oni Press*
- Manga license agreements at Japan with Japanese publishers: *Kadokawa, Kodansha, CyGames* and *Shogakukan* among others.
- Marketing campaign for the *Fate/GO* edition with a deep impact in European, American, Korean and Japanese networks.
- Expansion with agreement of first order mangas such as [Fate/Heaven's Feel](#), [Cells at Work](#), [Still Sick](#) or [Rage of Bahamut](#)
- Comic editor of authors [Maliki](#), Sôta Fukushima or the animation director Yasuhiro Hirie ([Eden](#)) with his manga [Halloween Pajama](#).
- Planning and development of a digital manga platform.

### Video Game producer of [EBabylon Games](#) 2017 > 2019

- Producer of [ChanPrin Gaelyka](#) video game for iOS & Android

### Creative associated [Glow in the Dark](#) (USA) 2019 > Present

- Development of the animated series project [Fraide](#).
- Original story, concept art and production character design
- Pitch with several producers.

### Videogame developer [Shinyuden](#) (Japan) - 2020 - present

- Pre-production of the videogame *Namida Project*
- Co-producer, lead artist and scriptwriter.

## RELEVANT PREVIOUS WORK EXPERIENCE

**1998 - 2002** - Comic artist: (Myth Wars, Evan SD, Two Sides)

**2001 - 2006** - Journalist for manga and video game magazines

**2006 - 2010** - Novelist for [TimunMas-Minotauro](#), Grupo Planeta.

[La Canción de la Princesa Oscura](#), [El Anheló del Destino](#)

**2012 - 2013** - Lead artist, Funtó11/Alderac. Card game [EpicPVP](#)

**2014 - 2016** - Video Game character designer for Anima Project  
[Anima](#), [Gate of Memories](#), [Anima, the Nameless Chronicles](#)

**2015 - 2016** - Novelist. Ed. Babylon ([Fraide](#), [La Guerra sin Nombre](#))

**2016 - present** - Manga teacher at [ESAT](#)\* (Valencia-Spain)

**PORTFOLIO:** <https://javierbolado.com>

## KEY SKILLS

- **Passionate researcher** of the market and tendencies of Pop culture.
- Good capacity to understand the market and its **projection in the medium and long term**, both European, American and Asian.
- Team synergies, **prioritizing objectives and milestones** but taking care of a good working environment.
- **Ease adaptation** to business environments in **different countries**, as well as the required **etiquette**.
- Good speaker, quick resolution of unexpected issues, sense of humor.
- Development of stories in **novels, animation, comics, video games**.
- Long experience as **illustrator and character designer**.
- Mastery of several collaborative and design tools: GSuite, Microsoft Office, Procreate, Adobe Photoshop and Clip Studio Paint.

## EDUCATION

1999 - 2005 - Studies in **Fine Arts** at San Carlos Faculty (UPV)

2003 - 2005 - **Japanese Studies** at the Official Language School.

2010 - **Autodesk 3DStudioMAX** Official Course

## EXTRA INFORMATION

- Yearly visits during the last six years to Japan and the USA.
- Long stays in Hamburg (GR), Valence (FR) and Los Angeles (USA)
- Former martial artist. Judo (13 y), Kendo (3 y), European Fencing (5 y)
- True traveler. Luggage is always packed. Fast relocation
- Ease of adaptation and understanding of other cultures
- Native language: *Spanish*
- Proficiency: *English* and *Catalan* / Basic: *Japanese, German* and *French*.