



Cristian González Valdés

illustrator, Chile

<https://chamakoso.com>

Abstract

I help publishers transporting the hearts of their audiences to a dream world through my illustrations.

- Star Wars: Galactic Defense.
- My Talking Tom
- Transformers: Battle Tactics.
- DC Legends
- Dungeons and Dragons: Arena of War

Work Experience:

Freelance Illustrator

January 2005 - Present
Santiago, Chile

My career has consisted mainly in the development of illustrated solutions to help my clients (mostly mobile game developers and ccg publishers) bringing their messages to their audiences.

Osmo

2D Artist
November 2020 - Present

Osmo is an award winning company that makes hands-on learning games in which players use objects in the real world to interact with the digital world. My job consists mainly in the creation of assets for the game "Words", which teaches children to read.

DeNA

2d Artist, Lead Artist
May 2013 - January 2016.
Santiago, Chile

DeNA Santiago was part of DeNA, an important developer of mobile games based in Tokyo. During this time I worked as lead artist, concept artist, character designer and illustrator for games based on intellectual properties such as Transformers, Star Wars and Dungeons & Dragons.

Academic experience:

Universidad Finis Terrae
Illustration Postgraduate
(2009)

Pontificia Universidad
Católica de Chile
Arts of Drawing Diploma
(2005 - 2006)

Universidad de Chile
Graphic Designer
(1996 - 2000)

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Core Skills:

Illustration
Concept Art.

Languages:

English (Working)
Spanish (Native)

Software:

-  Adobe Photoshop
-  Adobe Illustrator
-  ClipStudio Paint



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