

Mario Manzanares

Concept artist & Illustrator

Birth: 17th April, 1990

Nationality: Spanish

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I am a young and creative artist willing to contribute towards the game industry and currently looking for thrilling projects surrounded by a passionate team of people who love what they do.

My primary strength is bringing characters to life whilst designing and establishing the look and feel of a game. I can work under deadlines and guarantee quality work as a focused concept artist & illustrator.

Work Experience

CodePoKE – Concept artist and illustrator

Unannounced title [PC] – 2014/present

King Barcelona – Game Artist 2D/3D

Pyramid Solitarie Saga [iOS/Android] – 2014

UCM – 3D & Photoshop instructor

Summer courses at the UCM – 2012/2013

Freelance concept artist and illustrator

Various projects – 2008/present

Education

Bachelor Degree of Fine Arts

UCM (Universidad Complutense de Madrid) - 2008/2013

Master of Video Game Development

UCM (Universidad Complutense de Madrid) - 2012/2013

Software Proficiency

- Adobe Photoshop
- Autodesk Maya
- Pixologic Zbrush
- Autodesk 3DS Max

Key Skills

- 2D Drawing and painting, both traditionally and digital.
- Keen understanding of color, silhouette and anatomy.
- Strong eye for aesthetic and art direction.
- 3D experience, from high-poly to low-poly and texturing.
- Communicative, self-motivated and excellent team worker.
- Experience with SCRUM Development.
- Native Spanish, fluent in English. Currently studying Japanese!