



Diego Angellus Duarte D'Andrea

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Portfolio: <http://diegodandrea.com/>

Education

- Games Technology Undergraduate Course – Pontifical Catholic University of Minas Gerais – Brazil. July 2008 – December 2010

Experience

- Senior Illustrator, Tamboro Educacional. September 2014 – Present
Working along with the Art Director on Visual Development for web and mobile educational games. Creating promotional art, game assets and animations.
- Freelance Concept Artist and Illustrator. July 2012 – Present
Working developing Game Characters and Environments, Logos, T-shirts, Book Covers and Fantasy Paintings. Featured in Ballistic's Exposé 10 artbook.
- Lead Designer at ZiqX, Belo Horizonte, Brazil. June 2010 – July 2012
Responsible for the Art Direction, Visual Development and content creation of both 2D and 3D assets for social games and mobile games, as well as for the management and supervision of the art department staff.

Skills

- Proficient English Skills – ILR Level 4 – Full Professional Proficiency
- Advanced Adobe Photoshop Skills
- Intermediate Adobe Illustrator, Flash, Pixologic Zbrush, Blender 3D, Unreal Engine 3 and Unity Skills
- Beginner After Effects , C++, C#, Javascript, HTML, CSS, ActionScript 2.0 and 3.0 and Microsoft XNA Skills

Additional Information

- Developed a 2D Platform Game Demo with Game Maker 7
- Developed a 3D Tactical RPG Game Demo with Microsoft XNA
- Developed a 3D Third Person Shooter Game Demo with UDK

