TANIA ROBLES
CONCEPT ARTIST

QUALIFICATIONS SUMMARY.

Dedicated professional with experience in various design disciplines, I consider myself a versatile generalist committed to my continual growth. I'm 2D Artist but with 3D modeling skills that support my designs.

My true passion lies in storytelling and the ability to view the world through the perspective of a character. I am deeply passionate to crafting innovative and practical creative solutions that are viable in context.

SKILLS OVERVIEW.

- Environment Design
- Character Design
- Creature Design
- Storytelling

- Visual Direction
- Digital Illustration
- 3D Modeling for Concept Art
- 3D Sculpting for Concept Art

- Blockbench
- Blender
- Pixel Art
- Texture Art

PROFESSIONAL EXPERIENCE.

Eufonia Studio | 2D Artist   **Costa Rica (Remote) | 2023 - Present**

- **Concept Art** - Concept art of creatures for a Minecraft animated series.

- **Texture Art** - 4 Whole news resourse packs for our Minecraft series: Ultra Hardcore, El Dios de Todo, Bingo and Hunt & Run.

- **Icon Art** - 2D Assets in a 16x16 format that maintain the aesthetics of the series.

- **Skin Design** - Over 450 skins designed for various characters, streamers and roleplayers.

- **3D Rendering** - 3D visualization of environment design proposals.

- **Storyboarding** - Storyboard for the animated sequences of the series.

Darkdust Studio | Production Assistant   **CDMX, México (Remote) | 2022 - 2023**

- **Visual Direction** - Visual direction proposal, considering target, genre and reading of future trends to make it fresh and relevant.

- **Environment Design** - Concept art for 3 environments for an animated short in motion capture.

- **3D Modeling** - 3D Visualization of environment design proposals.

- **Production Assistant** - Communication bridge between production and design team. Responsible for keeping a written record of the work sessions.

Freelance Experience | Digital Artist   **Guadalajara, México (Remote) | 2019 - Present**

- **Digital Artist** - 2D illustration on demand. Prop Design. Texture Art.

TRAINING & EDUCATION.

Training   Anatomical Drawing Workshop (2023)   Concept Art: Sketch to Render (2021)
                   Story Xperiential with Pixar (2022)   Architectural 3D Representation (2020)
                   Environment Design for Animation (2021)

Education   Master's Degree in Concept Art for entertainment (2022) MST DESIGN SCHOOL
                   University Degree in Architecture and Public Landscape Design (2021) ITESO

OTHER INFORMATION.

Skills - Architecture Design. Architectural representation in AutoCAD 2D/3D. ZBrush Sculpting.

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