

background,

vis dev and concept art



FRANCISCA PINTO

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## WORK EXPERIENCE

'22

### **Prop and Location Concept Artist** at **Amber Tail Games**

Conceptualized multiple versions of prop and location designs for the game *Amber Isle* in a timely manner;

Created final passes and turn arounds of designs, as well as describing detail to the 3D department;

Kept a fun yet professional mood with the team;

'21

### **Prop and Location Concept Artist** at **Gentleman Rat Studios Inc.**

Helped establish the visual language of the game *Critter Cove*;

Designed props, locations and environments based on story elements or otherwise, as well as exploring multiple versions of each;

Kept a light mood with the team.

'21

### **Illustrator** for **NRK's radio show *Ultralokale Nyheter***

Designed and completed the radio show's promotional sticker;

Delivered multiple options for the design.

'21

### **Concept Artist and Texture Artist** for short film *Senhelo Calim*

Designed characters, locations and props, keeping in mind time restrictions as well as budget;

Designed textures to place on 3D models;

Helped storyboard alternative scenes.

## other work experience

'24

**Barista and Waitress** at Grains

'23

**Restaurant Manager** at Babbo Collective

'22 - '23

**Barista and Waitress** at Pitstop Kafé

## EDUCATION

2017 - 2020

Visual Development Master I, II and Fundamentals of Visual Development at IDEA Academy

2014 - 2017

Bachelor in Sound and Image at Portuguese Catholic University