

MARINA ORTEGA LORENTE

CONCEPT ART · ILLUSTRATION · VISUAL DEVELOPMENT

CONTACT & WEB

marina.digitalart@gmail.com
www.artofmarinaortega.com
Current location:
Manchester, UK

EDUCATION

Universidad Complutense de Madrid (2007-2012)
Fine Arts degree (2007-2012)

CGMA CG Master Academy (2014-2015)
Creative Environment Design
Architecture Design
Vehicle and Mech Design
Character Illustration for films

Learn Squared (2016-2017)
Intro to 3D Concept Design
Narrative Concept Art
Intro to Environment Painting

SKILLS

Concept Art
Illustration
Mood
Traditional sketching
Color and Light
Photobasing
Basic 3D knowledge
Passion for games and stories
Involvement
Team work
Adaptability

ABOUT ME

I'm an artist devoted to concept art and illustration mainly for video games and films, but also for books and many other creative products.

After some time working in-house, I became full time freelance, and I'm always pursuing ambitious and rewarding projects and passionate teams. I love learning and growing with each project I work on, and I like to make a difference.

EXPERIENCE

REVOLUTION SOFTWARE

Freelance Concept Artist

- Environment design and mood
- Props and character sketching

FLIPBOOK

Freelance Background Illustrator

- Background painting for animation

ENDNIGHT GAMES

Freelance Environment Concept Artist

- Environment and props concept art

GAMES WORKSHOP

Freelance Illustrator

- Illustration for books, mainly maps and landscapes

PINNACLE ENTERTAINMENT

Freelance Illustrator

ILANIMATION STUDIOS & UNCLE FRANK PRODUCTIONS

Freelance Concept Artist and Illustrator

- Background art and horror illustration.

PIXELBOMB GAMES

Concept Artist (In-house)

- Environment, vehicles and props concept art
- Marketing art and illustration