

Juan Pablo Corredor Martínez

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Portfolio: <http://www.juanpablocorredor.com>

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SKILLS

- 3 years of illustration experience in video games/mobile apps/short films
- Knowledge in anatomy, composition, color and light
- Character design in cartoony and realistic style
- Environment design based on 3d models

SOFTWARE

Modo 3d, Photoshop, DAZ, Illustrator

EDUCATION & CERTIFICATION

Graphic designer – LOS LIBERTADORES, Colombia

2003 – 2008 (5 years)

Concept artist - CGMA - USA

2014

Advanced concept design Workshop – Blank, Colombia

2017

PROFESSIONAL EXPERIENCE

Freelance Illustrator

Nov 2017

3Dtotal

UK- Remote

Software used: Photoshop, Illustrator

Titles made: Narrative tutorial.

- Illustrate a scene based on a text given by the client
- Make a tutorial showing all the steps of the final piece
- Deliver thumbnails and color schemes for approval

Freelance Concept artist – Illustrator

Feb 2016 - Nov 2016

Utility NYC

USA- Remote

Software used: Photoshop, Illustrator

Titles made: unannounced project. Video game.

- Design characters
- Create Promo art
- Design backgrounds
- Create assets (prizes, tools, upgrades)

Juan Pablo Corredor Martínez

- Design UI elements
- Worked by the hand of Supervisor Animator, and Directors

Freelance Concept artist – Illustrator
Invention games
Software used: Photoshop, Illustrator

Mar 2016 - Dic 2016
COLOMBIA

Titles made: Spirit seals. Video game.

- Delivered character concepts based on director's ideas
- Create Promo art
- Design backgrounds
- Design UI elements
- Worked by the hand of Director

Freelance Concept artist – Illustrator
Forja Studios

Software used: Photoshop, Illustrator

Titles worked: unannounced project. Mobile Video game.

- Delivered Character design lineups
- Design backgrounds

Mar 2016 - Dic 2016
COLOMBIA

Concept artist
Cocodrilo Dog Games

Software used: Illustrator, Photoshop

Titles worked: Wok Rabbit - Coin Chase! (Mobile IOS Game)

- Design characters
- Design backgrounds
- Create assets (prizes, tools, upgrades)
- Design UI elements

Jan 2016
COLOMBIA

Concept artist – Line artist
Madcave studios

Software used: Illustrator, Photoshop

Titles worked: Various comic books

- Design characters
- Draw and ink 6 comic pages per week
- Illustrate covers

May 2015 – Sept 2015
COLOMBIA

Juan Pablo Corredor Martínez

Instructor - Influencer

Wacom

Software used: Photoshop

- Perform live demos

March 2015 – June 2015

COLOMBIA

RECONGNITIONS AND AWARDS

- Featured artist in 2dartist Magazine gallery - Oct 2015
- Article about my work in Colectivo bicicleta - Oct 2015
- Featured artist in Digital Artlords gallery - Jul 2016
- Featured artist at IMAGENPALABRA - Sept 2016
- Featured artist in 2dartist Magazine gallery - Nov 2016
- **Winner 3dtotal Excellence award** - March 2017