

MARINA ORTEGA LORENTE

FREELANCE CONCEPT ARTIST

CONTACT

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Location: Manchester, UK

EDUCATION

**UNIVERSIDAD COMPLUTENSE
MADRID (2007-2012)**

Fine Arts degree (2007-2012)

CGMA

Creative Environment Design
Architecture Design
Vehicle and Mech Design
Character Illustration for films
Variable Env. Concept Art Techniques

LEARN SQUARED

Intro to 3D Concept Design
Narrative Concept Art
Intro to Environment Painting

SKILLS

Concept Art
Illustration
Mood
Traditional sketching
Strong fundamentals
Photobasing
3d for concept art

MAIN SOFTWARE

Photoshop
3D Coat
Keyshot
Marmoset
Blender

ABOUT ME

I'm a digital artist that began working in-house and became freelance after the first year. I've been devoted mainly to environment and props design for videogames, but I also worked on backgrounds and different kind of illustration.

I love creating worlds and locations for stories. I enjoy great narratives and meaningful projects in entertainment not only as a professional but also as a customer. I'm always ready to give my best and keep learning everyday while creating amazing things with passionate people.

EXPERIENCE

(2014-today) FREELANCE:

Clients:

RISE STUDIOS - Freelance Environment and Props Concept Artist

REVOLUTION SOFTWARE - Freelance Concept Artist

FLIPBOOK - Freelance Environment Concept Artist and Background artist

ENDNIGHT GAMES - Freelance Environment and Props Concept Artist

GAMES WORKSHOP - Freelance Illustrator

UNCLE FRANK PRODUCTIONS - Freelance Illustrator

ILANIMATION STUDIOS - Freelance Background Illustrator

(2015) IN-HOUSE ENVIRONMENT AND PROPS CONCEPT ARTIST:

PIXELBOMB GAMES - Manchester, UK.