

Guillermo Carlos Talbot

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Skills

Photoshop, Zbrush, 3D Coat
Sketchup, Illustrator
Marvelous Designer, Keyshot
Sketchbook Pro, Maya
Digital, Vector & 2D Illustration
Concept Art
Visual Development Art
Game Development
Storyboarding
Art Director
Leader
Team Orientated
Strategic/Organized
Problem Decoder

Languages

English, Spanish

**The Art Institute of California
San Francisco, Ca - 06/2010**
Bachelor of Science Degree in
Media Arts and Animation

Wargaming - Chicago, IL - 10/2017 to Present

Concept Artist

- Collaborate with executive producer and leads to create a high-quality concept art for characters, environments, logos, splash screens and props that support a strong visual representation of gameplay and narrative.
- Develop thumbnails, sketch studies and model sheets with material callouts.
- Providing feedback for characters, props and environments to modeling team.
- Engage in meetings, brainstorming ideas, pitching concepts, responding and providing constructive feedback.

Freelance Concept & Illustrator Artist

Universal Studios - Osaka, JP- 06/2019 to 08/2019

- Collaborated with Art Director creating set designs for high level titles.

InMobi - San Francisco, Ca - 01/2014 to 01/2017

- Development and concept for mobile video ads showcasing games such as Mobile Strike, Game of War, Angry Birds Blast, Candy Crush: Soda Saga, Star Trek: Timeliness, Vikings: War of Clans and WWE SuperCard.
- Developed and created concept and vector art ranging from characters, environments and storyboard for use in advertising.
- Developed and created storylines and comic book illustrations for future ad launch.

Visual Ink Creative - San Francisco, Ca - 01/2015 to 01/2016

- Developed and created vector art ranging from characters to environments for use in short animated commercials for companies such as: HP, Kaiser and Symantec Veritas.
- Developed and created future storylines and storyboards for pre-production and animation.

Spiff TV - Miami, FL - 04/2015 to 01/2016

- Developed and concepted character and costume design for future pre-production films.
- Developed and created future storylines for pre-production film.

WRKSHP - San Francisco, Ca - 04/2016 to 04/2017

Senior Concept Artist

- Developed and created storylines and initial concepts for present and future games.
- Developed and created vector art ranging from characters, environments and gadgets.
- Facilitated weekly meetings with the Product Managers to ensure game launches.
- Collaborated with Marketing to ensure that mobile ads adhered to the game artwork.

TinyCo - San Francisco, Ca - 10/2010 to 10/2013

Senior Artist

- Developed and created assets for games from concept to launch.
- Organized, managed production spreadsheets and deliverable timelines.
- Mentored Junior and Production Artists on new art styles.
- Facilitated weekly meetings with the Art team, Animation team and Content Manager in order to convey new ideas/concept designs for bi-weekly in game events.