

Adrian Virlan

Concept Art and Visual Development

Castellon, 12006, Spain.
Phone: +34 617-823-701
Portfolio: adrianvirlan.com
Contact: adrianvirlan10@gmail.com

Skills

- Traditional 2D design and drafting skills.
- Able to work on a multitude of different subjects to various levels of completion.
- Proficient with digital painting in Photoshop.
- Environment and Character design.
- An aptitude for creating work in line with client briefs and direction. Can adapt to a diverse range of styles.
- Ongoing training to meet high profile clients in games, films, TV and digital media.
- Enthusiasm and communication skills to make them a genuine asset to the concept team and the studio as a whole (TEAM WORK).

Work Experience

2018-Present (Ongoing Development) | Author

Working on this as Author/Creator

- **HEVENURION** | Personal IP: 2018-Present
 - >>Worldbuilding, Storytelling, Concept Art and Illustration.
 - >>Writing extensive briefs, organizing and structuring the project's different categories.
 - >>Designing characters, creatures, weapons, armor, vehicles, architecture, magic systems, tech, etc.
 - >>Storyboards, Concept design sheets, Exploration sketches, 3D ideas, Keyframe Art, Mood pieces, etc.
 - >>Ongoing experiments with 2D animation based on camera projection and parallax.

2020 | *Illustrator*, (Freelance) Grupo Planeta

Worked with Lead Graphic Designer, Author and Editor.

- **Viajeros de un Mar de Nubes** | Fantasy Novel: 2020
 - >>Designed and illustrated the cover of the book following the indications and instructions of the team.

2020 | *Concept Artist*, (Freelance) JSL

Worked with Lead Architect.

- **Harbin Mall** | Architecture Design (Contest): 2020
 - >>Helped a team of architects develop the project idea by presenting several environment designs containing organic architectural elements based on 3D models and a list of indications.

2020 | *Concept Artist and Illustrator*, (Freelance) AppNormals

Worked with Art Director.

- **Terracotta** | Videogame (Multiple platforms): 2020
 - >>Designed and illustrated the promotional artwork based on a previous brief and inspired by the videogame. Several iterations during the process.

2018-2019 | *Concept Artist and Illustrator*, (Freelance) Nosolorol

Worked with Art Director.

- **Nahui Ollin** | TableTop RPG: 2018-2019
 - >>Designed and illustrated all images including cover for the game book based on a previous brief.

2018-2019 | *Concept Artist and Illustrator*, (Freelance) Arker Labs (Current Development)

Worked with Programmers, Graphic Designers, Animators and Narrative Designers.

- **ARKER** | Mobile: 2018-2019
 - >>Depicted the fantasy post-apocalyptic world of Arker through several concepts.
 - >>Illustrated splash art images for each playable character.
 - >>Designed detailed environment artwork to establish the look and feel of the world.
 - >>Created a promotional story-based cinematic using animated illustrations.

2017-2018 | Concept Artist (Unreleased project) Shields Up!

Worked with Creative Director, Author and Narrative Designer.

• **Sons of Dawn** | Original IP idea: 2017-2018

>>Produced environmental exploration images, interiors and architectural concepts.

>>Helped produce a symbolic creature-character taking part in the entire production pipeline ranging from initial sketches, to advanced concepts, high-poly sculpts and final in-game assets.

>>Created a brief encyclopedia format document to present the character biology.

>>Designed concepts for another main character.

>>Defined a storyboard for a cinematic animation that didn't get past the concept phase.

2015-2017 | Lead Artist, Catness Game Studios | Castellon, Spain

Worked with Programmers, 3D modellers, VFX artists and Riggers.

• **HIVE** | PC and PS4, : 2015-2017

>> Helped to develop the background story and to design most of the game mechanics.

>> Produced environmental, interior, and architectural concepts.

>> Designed several characters, armor and weapons.

>> Created marketing art pieces for numerous game events to promote the game.

Education

Self-taught in the Concept Art and Illustration field: 2012-Present

Art and Design School of Castellon (EASD Castellon) | Castellon, Spain : 2010-2014

• Graphic Design