



EXPERIENCE

Nickelodeon Animation Studios // Visual Development Artist

September 2023-Present

- Vis dev artist on the upcoming show *Max and the Midknights*, working under Art Director Josh Wessling.
- Additional experience in development on a project for Avatar Studios.

Various Projects // Freelance Artist

APRIL 2023- SEPTEMBER 2023

- Freelance visual development artist on projects for:
 - Papergames Animation
 - Flying Bark Studios
 - Nickelodeon Animation Studios
 - Gaumont Animation

Walt Disney Animation Studios // Visual Development Artist

JULY 2022-APRIL 2023

- Environment vis dev artist on the upcoming project, *Tiana*, working under Art Director Ty Carter and Production Designer Cory Loftis.
- Additional experience providing art for two films in development.

DreamWorks Animation // Visual Development Artist

AUGUST 2021-JUNE 2022

- Environment vis dev artist on the upcoming film, *Orion and the Dark*, working under Art Director Christine Bian and Production Designer Tim Lamb.

Paramount Animation // Visual Development Artist

SEPTEMBER 2020-JUNE 2021

- Environment vis dev artist on the upcoming film *The Tiger's Apprentice*, working under Art Directors Perry Dixon and Simon Rodgers, and Production Designer Christophe Lautrette.

ABOUT ME

Originally from Cali, Colombia, I grew up in South Florida. A fascination with wildlife (combined with a healthy interest in all things prehistoric) led to me constantly drawing animals and their environments.

Now I work primarily as a visual development artist for CG animation projects, using my passion for research and observation to create believable settings for fantastic stories.

REPRESENTATION

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SKILLS

- COLOR KEYS
- PROP DESIGN
- SET DESIGN
- CREATURE DESIGN
- CONCEPT MODELING IN BLENDER
- EARLY DEVELOPMENT PAINTING