

JM ESTEVEZ

Visual development - Concept design

PROFILE

Highly self-motivated, detailed oriented attitude, and more than 10 years of experience in illustration and concept art working for great clients such as Netflix, Opéra de Montreal, and Moment Factory, among many others.

Hard work ethic, passion, compromise and can-do attitude, giving creative services to any project beyond the expectations envisioned by any worldwide client. Outstanding communication skills, I can bring to life any idea from abstract to tangible and remarkably appealing images/concept designs.

WORK EXPERIENCE

Highlights

- 2012-2015 Graduated from The Areandina University Foundation in Animation and audiovisual postproduction
- 2016 Concept artist at Mompozt. I won the third prize in the worldwide contest from FBF animation school
- 2018-2022: Lead Visual Development designer at LEA studios for an in-house development Netflix project, working with Carlos Arguello as co-Lead designer
- Environment designer and story artist for the producer Ivan Vanegas, winner of the last Emmy 2022 in the category "kids animation" for "Dapinty, a multicolor adventure", I worked on his new project: Pomperiposa
- Fluent in English, and Spanish verbal and written, (French beginner)

Professional History

- **Montreal, Canada** [April 2022-June 2022] OPERA DE MONTREAL: Lead concept artist, character designer, and storyboard artist
- An animated short film.
- **Montreal, Canada** [July 6th 2020- present] MOMENT FACTORY, concept artist for environment design.
- Freelancer for several of their projects
- **Montreal, Canada** [February 4th 2020-present] THE WELLINGTON AGENCY Concept artist, and illustrator for their projects.
- **Guatemala-Colombia** [Nov 2018-Jan 2020] Lead visual dev artist for a **NETFLIX**, animated show: Character, costume, prop, vehicle, creature and environment designer.
- Project cancelled due to the producer Carlos Arguello passed away in 2020
- **Bogotá, Colombia** [August 2015- July 2016] 2D animator, in the tv series **AXECOP**, character/concept designer at 1881 ANIMATION STUDIOS.
- **San Diego, USA** [October 2021] workshop on concept art at **The San Diego State University**, first international speaker right after the Korean star artist Kim Jung Gi.
- **San Diego, USA** [Sept 2022] workshop on digital art and color theory at the San Diego State University.
- **USA, CANADA** [2022-to present] "Greyscale university", a place to teach every aspect of concept design, from functionality, to composition, human anatomy, color theory to storytelling, and so on.
- **Montreal, Canada** [2020- to present] Coproducer, and partnered with Wellington agency to produce my first animated feature.
- All over the world [2020 to present] Online courses on: Drawing, intro to concept design, human anatomy, color, and Sci Fi.

CONTACT ME

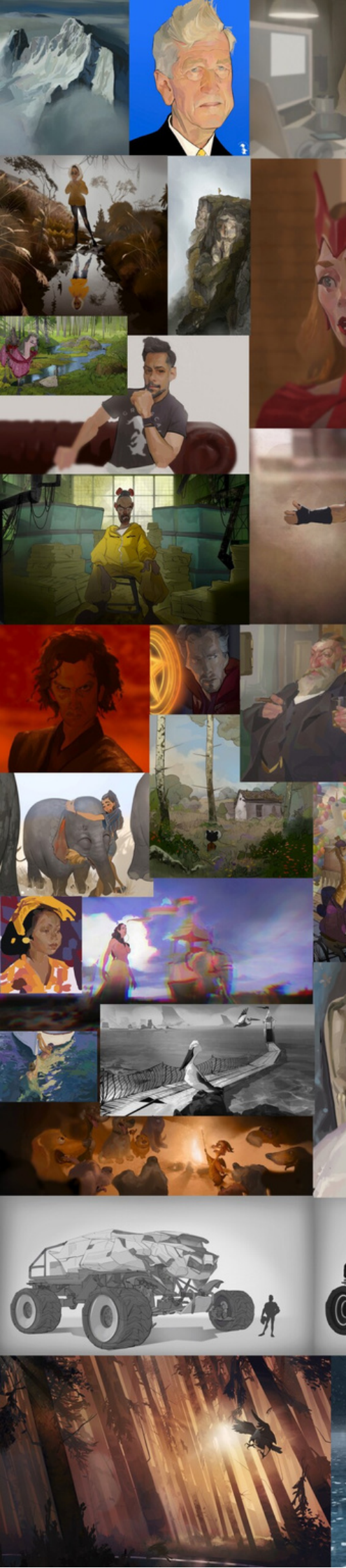
- gstudio@gmail.com
- artstation.com/g_scalestudio
- IG: [g_scalestudio](https://www.instagram.com/g_scalestudio)

SERVICES

- Visual Development
- Character design
- Vehicle, props and environment design

SOFTWARE

- Adobe photoshop
- Procreate



JM ESTEVEZ

Skills

- Character design [expert]
- Creature design [expert]
- Environment design [expert]
- Vehicle design [expert]
- Weapon design [intermediate]
- Illustration (expert)
- Great ability to research and collect visual reference, and to understand design, composition and function.
- Mentoring abilities, great passion to teach, he provides feedback to less experienced artist, not just to make their work better but to inspire them.
- Ability to understand storytelling at its core, and to consider the gameplay and its implications in terms of design for the player's experience.
- Communication skills to create and develop engaging and appealing concepts alongside other artists and peer.
- Passionate to meet new people and even to conduct to new hires.

Qualifications

- Solid drawing skills, great sketching abilities.
- Deep understanding on human anatomy.
- Good mechanical understanding and functional design skills.
- Solid Photoshop skills.
- Strong portfolio showcasing concept design skills.
- Great understanding of color theory, the focal points, and how color affects composition, mood.
- Ability to work under pressure, to take several challenges at the same time.
- Sensitivity to understand graphic design [typography, color, layout]
- Basic understanding on vector art design [illustrator, and flash]
- Basic comprehension in 3D software.