

Aranzazu Guadalupe Méndez Casillas

Concept designer & character designer

aranzazu.mcasillas@gmail.com | Portfolio | Aranzazu Casillas

PROFILE

I am passionate about translating ideas into visually compelling concepts that bring stories and characters to life. I possess a strong foundation in traditional art techniques and am proficient in industry-standard software such as Adobe Photoshop, Sketchbook Pro, and Procreate.

SKILLS

Photoshop	● ● ● ● ●
Procreate	● ● ● ● ●
Blender	● ● ● ● ●
Daz Studio	● ● ● ● ●
Illustrator	● ● ● ● ●

PROFESSIONAL EXPERIENCE

Intern character designer lead, Dark Dust studio 01/2022 – 08/2022

- Worked as the main concept art designer, responsible for creating character designs, concepts, and mood boards for various projects.
- Supervised the final concept arts and provided feedback to ensure they aligned with the project's vision.
- Collaborated closely with the team to ensure that all designs met the project's requirements.
- Used industry-standard software such as Adobe Photoshop to create and refine concept art.
- Received positive feedback from supervisors and colleagues for my creativity, attention to detail, and ability to work efficiently under tight deadlines.

Storyboard artist, IDentidad transparente 06/2018 – 10/2018

- Created and developed three dynamic storyboard sequences for theatrical production, showcasing a keen eye for composition, storytelling, and visual narrative.
- Collaborated closely with the production team to understand the artistic vision and requirements of the play, ensuring that the storyboard sequences accurately represented the intended emotions, pacing, and dramatic moments.
- Utilized strong conceptualization and visualization skills to translate script and director's instructions into compelling visual representations, effectively communicating key moments, blocking, and character interactions.

EDUCATION

Master in Concept Desgin, MST School

01/2021 – 08/2022

An academic program that trains entertainment design professionals who are capable of creating any concept and visual proposal for movies, television series, video games, and any other massive product

Digital illustration, CAAV

03/2020 – 10/2020

The CAAV (Center for Audiovisual Arts) was established in 1995, and in 2003 we introduced the Bachelor's degree program in Audiovisual Media, making us the first university in the country to offer specialized education in this field.

AWARDS

University Game Design Competition Winner

Winner for Visual Design Excellence, showcasing proficiency in crafting immersive game environments. Led all visual aspects, including graphics, animations, and interfaces. Recognized for professionalism and attention to detail. Excited to contribute expertise to new projects.

LANGUAGES

Spanish (NATIVE)

English (B2)

