

Aina Serra

VISUAL DEVELOPMENT / CONCEPT ART / ILLUSTRATION

ainaserra.art | ainaserra.art@gmail.com

SKILLS

Technical

Background Design, Background Paint, Character Design, Composition, Perspective, Anatomy, 3D modeling, Texturing

Software

Maya, Blender, Photoshop, Procreate, Zbrush, Nuke, Substance Painter, Clip Studio Paint, Illustrator, Microsoft Office

Personal

Flexible, Collaborative, Communicative, Teamwork, Versatile, Trained in all production pipeline steps, Quick learner

EDUCATION

GEN 2020 / JUNE 2024

Animation/VFX degree Barcelona, Spain

La Salle URI

GEN 2018 / JUNE 2020



EXPERIENCE

Concept Art Internship, Visual Development SLUMBER PARTY GAMES (01/12/23-30-03-24)

- Designed characters and established the visual aesthetic for a beta horror video game.
- Created backgrounds, level designs, and final assets for the project.
- Assisted in refining character designs to align with the game's artistic direction.

UNIVERSITY PROJECTS

Art Director, Concept artist, Background Artist "Beyond The Grave" ONYON STUDIOS (07/08/2022-PRESENT)

- Contributed to early production stages and established the visual style for the teaser
- Led the artistic direction, ensuring a cohesive and polished visual style.
- Created final backgrounds and supervised asset development.
- Redesigned and polished characters.

Concept artist, Visual Development, Color Script "Riptide" (2023-2024)

- Collaborated with the art team in the early stages of the production and the visual aesthetic of the short film.
- Collaborated with Matte Painting and Color Scripting of various shots
- Assisted in the overall final visual aesthetic of the product

Concept artist, Visual Development, Color Script, Matte Painting "Baile con la Muerte" (2022-2024)

- Art directed the early stages of the film, guiding the team towards a specific aesthetic and overall idea
- Did part of the early and final character design for the short film and matte paintings.

ADDITIONAL INFORMATION

Native in Spanish & Catalan, Proficient in English Fully prepared and eager to relocate for opportunities in the animation industry

