



ALESSANDRA TARGINO

CONCEPT ARTIST / ILLUSTRATOR

CONTACT

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PORTFOLIO

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EXPERIENCE

2D ARTIST,
CONCEPT ARTIST
ILLUSTRATOR
2024 - NOW

DINX- startup fintech company

Contributed to the development of a fintech and educational app for children as part of the game team; created 100+ assets including illustrations, backgrounds, NPCs, and in-game items (e.g., furniture and clothing). Consistently delivered ahead of schedule and received strong positive feedback from supervisors.

STARGAZE- outsourcing company

Contributed to the development of a betting game by creating illustrations, UI elements, and animations; adapted to project requirements and evolved with the production process.

CONCEPT ARTIST,
ILLUSTRATOR
2023 - 2024

DIORAMA STUDIO - outsourcing company

Contributed to the development of a card game by producing 100+ illustrations; worked collaboratively within a team, consistently met deadlines, supported fellow illustrators, and proposed management ideas that were later implemented. Adapted to client and employer expectations throughout the project.

CONCEPT ARTIST,
ILLUSTRATOR
2022 - 2023

TRIPLANO GAMES - outsourcing company

Developed, designed, and rendered ~20 cards and 5 card backs for a stylized fantasy trading card game in collaboration with the art director; consistently met deadlines, incorporated feedback efficiently, and ranked among the team's top-performing illustrators.

Led main character development and defined render styles for props in a stylized casual mobile game; aligned with client expectations and ensured on-time delivery.

Explored and established multiple visual styles for a children's game (cartoon, cute, 3D-inspired), enhancing the team's pitch and visual quality.

Delivered three fully realized characters for a semi-stylized medieval game, including concept art, turnarounds, and final renders.

CONCEPT ARTIST,
ILLUSTRATOR
2021 - 2021

PLAYFOX GAMES - outsourcing company

Delivered 30+ enemy designs and 10 boss characters for a published sci-fi platform shooter on the Play Store; produced spritesheets, environments, and refined game assets. Partnered with developers to facilitate animation workflows, including basic bone animation support. Produced 4 realistic card illustrations for a slot machine game. Designed a character and created background textures for a stylized casual game, maintaining on-time delivery while adapting to major project changes.

PROJECT LEADER
2021 - 2021

PLAYFOX GAMES - outsourcing company

Led a remote team of illustrators, designers, 3D artists, and programmers in developing a family-friendly casual 3D game for Nintendo Switch.

FREELANCER
2018 - present

Developed prop assets for a realistic medieval horror game.

Designed and delivered a commercial illustration for a tea can label.

Produced diverse visual content across multiple formats, including comics, books, social media assets, icons, greeting cards, banners, characters, and full illustrations

EXPERTISE

Clip Studio Paint, Photoshop, procreate, blender, character design, prop design, mobile games, backgrounds, kanban tools (notion, jira, gitlab, trello, monday, clickup and others), agile methodology, scrum, remote work (discord, slack, gather, etc), teamwork, learning skills, problem solving, communication, organization, teaching, leading, 3D modeling, english language

EDUCATION

FUNDAMENTALS OF
DIGITAL ILLUSTRATION 2022
Guilherme Freitas

FUNDAMENTALS OF DRAWING 2020
Quanta Academia de Artes

CONCEPTUAL
CHARACTERS 2022
Schoolism

PHOTOSHOP 2020
Quanta Academia de Artes

CONCEPT ART 2021
EBAC Workshop

ILLUSTRATION 2012
SENAC - PE

COMICS 2012
SENAC - PE