

ALESSANDRA TARGINO

CONCEPT ARTIST / ILLUSTRATOR

CONTACT

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EXPERIENCE

2D ARTIST, CONCEPT ARTIST ILLUSTRATOR 2024 - NOW

DINX- startup fintech company

Helped develop a fintech and education app for children. As part of the game team, I created several illustrations, over a hundred assets (ranging from furniture to clothing), backgrounds, NPCs, in-game assets, and more. I was consistently praised by my supervisors and always ahead of schedule.

STARGAZE- outsourcing company

Help to develop a betting game, doing illustrations, UI and some animations. ctations and evolving with the project.

CONCEPT ARTIST, ILLUSTRATOR 2023 - 2024

DIORAMA STUDIO - outsourcing company

Help to develop a card game, doing in total more than **100 illustrations, diligently and on schedule, working on a team**, always helping my fellow illustrators and proposing ideias of management later implemented. Adapting to clients and employer expectations and evolving with the project

CONCEPT ARTIST, ILLUSTRATOR 2022 - 2023

TRIPLANO GAMES - outsourcing company

I **developed, designed and rendered almost 20 cards** and 5 card backs working alongside an art director for stylized fantasy trading card game, **applying feedback diligently and on schedule, as one of the most proficient illustrators on the team.**

As a concept artist, I developed the **main character** and also **proposed several render styles** for the set dressing assets (props) for a stylized casual mobile game, **meeting the client's expectations on schedule**

For a children's game, I **developed several art styles (cartoon, cute, 3D feel, etc)** for the character and backgrounds and **helped my team to elevate the pitch and build**

I developed three characters for a medieval semi-stylized game, with concepts, turn-arounds, and final render.

CONCEPT ARTIST, ILLUSTRATOR 2021 - 2021

PLAYFOX GAMES - outsourcing company

Developed more than 30 enemies and 10 bosses designs, spritesheets, backgrounds, and edited assets for a **shipped** a sci-fi platform shooter game on play store, **helped the programmers with understanding basic bones animations.**

Illustrated 4 cards in a realistic style for a slots machine game

Developed a character for a casual stylized game and background textures **on schedule even with dramatic changes**

PROJECT LEADER 2021 - 2021

PLAYFOX GAMES - outsourcing company

Led a fully-distributed team of two illustrators, two designers, 3D modeler, 3D animator, and two programmers on a 3D family funny casual game for Nintendo switch

FREELANCER 2018 - present

Developed props for a dark horror medieval realistic game

Developed an illustration for a tea can (label)

Illustrations, comics, books, social media art, and a wide range of art and products such as icons, greeting cards, banners, characters, full illustrations and props

EXPERTISE

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

EDUCATION

**FUNDAMENTALS OF
DIGITAL ILLUSTRATION**
Guilherme Freitas

2022

**CONCEPTUAL
CHARACTERS**
Schoolism

2022

CONCEPT ART
EBAC Workshop

2021

FUNDAMENTALS OF DRAWING
Quanta Academia de Artes

2020

PHOTOSHOP
Quanta Academia de Artes

2020

ILLUSTRATION
SENAC - PE

2012

COMICS
SENAC - PE

2012