

JUSTIN CABEZADEVACA

ILLUSTRATION | CONCEPT ART | WORLD BUILDING



CONTACT

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PORTFOLIO

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OBJECTIVE

I am working towards securing higher positions within the industry where I can further develop my artistic skillset, expand my knowledge of industry software and become better.

Advancing towards professionalism and personal growth are amongst my top priorities.

EXPERIENCE

**2D Environment
Concept Artist,
Prop Designer,
Illustrator, VisDev**

Nov. - 2021 April - 2022

**2D Environment
Concept Artist,
Illustrator**

Nov. - 2021 Dec. 2022

**2D Character
Artist, Illustrator,
UI/UX Designer**

2013 - Present

SKILLS

ShinyBox Interactive, Houston, TX

Shipped Title: Three Skies© (Currently still in development)

- Created 10+ 2D stylized environments, all animated and able to loop seamlessly.
- Made numerous stylized props for each environment for variety/interchangability.
- Developed fully illustrated paintings for additional in-game assets.
- Succesfully went from concept to completion with direction from other artists and the team.
- Recieved and applied feedback through paintovers and written criticism.

Otherworld Ohio, 5819 Chantry Dr, Columbus, OH 43232

Work: New installment for second Austin Location

- Created full 2D environment turnarounds for one of many new rooms.
- Made to-scale center props and interactive pieces for this themed room
- Passed fully rendered turnarounds on to 3D artists to then be worked into a fully interactive room by Fabrication Artists

Freelance/Contract Work, Denver, CO

Shipped Titles: Sleep Tight© - Stuido: BearFoxBear

- Independent Contractor for various clients, and small indie game studios.
- Indie stuides worked for: **Xochi Interactive, BearFoxBear, Anomie.**
- Everything from Bookcovers, Album Artwork, Graphic Design, and Print sales of original work.

Character Design, Illustration, Environment/World Building

High Proficiency with drawing fundamentals, Anatomy, Perspective, Expression, Creature Design, Lighting, Color Therory, Rendering and possess an adaptive Style.

General

Graphic Design, Photobash/Image manipulation, I thrive on feedback and love to use direction as a tool to acheive greater outcomes and products.

2D/3D

Adobe Photoshop, Illustrator, Sketchup

General

PureRef, Sony Vegas Pro, GoogleDrive, Asana, Slack.

SOFTWARE

VICTORIES

**Local Resident
Artist**

2013 - Present

Valkyrie Gallery, 445 S Saulsbury St, Lakewood CO 80226

I participate in a yearly themed group exhibition, producing specific original artworks tailored to fit the yearly theme. Artworks are then put on display in the gallery and up for sale.