

# Fernando Acosta

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Email: [fer.acosta@gmail.com](mailto:fer.acosta@gmail.com) - Portfolio: [www.facosta.com](http://www.facosta.com)

**Advanced Software knowledge in:** Photoshop, Painter, Maya, Z-Brush, basic knowledge of C++ Programming

## Work Experience:

- \* August 2010 : **Freelance Artist** for Hasbro on G.I. JOE topline
- \* March 2008 - Present: **Character Designer for Longtail Studios**
  - Responsible for creating character and environment concepts for all the different company projects.
  - Concept artist on an unannounced Xbox 360/PS3 title (2011)
  - Artist on “Gundead Defense” – iPhone Title (2010)
  - Character designer on “Imagine Sweet 16”- DS title (2009)
  - Portrait artist for “Grey’s Anatomy” the video game for the PC and Wii and DS consoles (2009)
- \* May 2007 – Feb 2008 **Freelance Concept Artist on various projects**
- \* May 2006 – Dec 2006 **VanArts Teacher-Assistant / Concept Artist**
  - Responsible for helping students with the basic concepts of Maya and 3D modeling for games.
  - Designed Character modeling sheets for the Game Arts course and Concept Art that the students would then follow and model them in 3D.
- \*Apr, 2004 – Jan, 2005 **Published Comicbook Artist** Arcana Studios, Dead Men Tell No Tales, Vancouver
- \*Apr, 2004 – Jan, 2005 **Storyboard Artist** - Freelance work, Bogotá, Colombia
  - Worked on the independent films “Hoguera”, “Leon” and the MTV Latin America music video “Los Wheel-Metro”.
- \* Mar, 2002 - Apr, 2004 **Electrical Engineer** - Universidad de los Andes, Bogotá, Colombia.
  - Research and Development of a Technological and Financial working Model for Distributed Generation.
- \* Dec, 2002 - Jan, 2005 **Musician – Bass Player** – “Los Wheel”, Bogotá, Colombia

## Education:

- \* Feb, 2005 – Jan, 2006 **Game Art & Design Diploma** - VanArts, Vancouver, Canada
  - Focus on character modeling, texturing and rigging for games.
  - Principles of concept design, life drawing & storyboarding
- \* Sep, 1997 – Mar, 2002 **Electrical Engineer with a Minor in Musical Production** Universidad de los Andes, Bogotá, Colombia.

**Language:** Both spoken and written: English / German / Spanish

## References:

**Shane Neville**, [nevillethane@gmail.com](mailto:nevillethane@gmail.com), Ninja Robot Dinosaur, Vancouver  
**Joe Crawford**, [joe@joertainment.com](mailto:joe@joertainment.com) Game Art Instructor at Vanarts, Vancouver  
More References can be contacted upon request.