

Fernando Acosta

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

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.

Work Experience:

March 2008 - Present **Character Designer for Longtail Studios**

- Responsible for creating character and environment concepts for all the different company projects.
- 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)
- Concept artist on an unannounced Xbox 360 title

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

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

References:

Shane Neville, nevilleshane@gmail.com, Ninja Robot Dinosaur, Vancouver

Joe Crawford, joe@joetainment.com Game Art Instructor at Vanarts, Vancouver

More References can be contacted upon request.