



About Me

2D artist with over a decade of experience creating unique characters and assets for the mobile video game industry. My specialty is bringing concepts to life with impactful illustrations that elevate the gaming experience. I have contributed my art to over 25 published titles for studios such as Gameloft, The Other Guys, QB9, and Dedalord, consistently delivering quality and a unique style that makes a difference.

Contact

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Portfolio

🌐 www.ferolcreations.com

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Skills

- Photoshop
- Blender
- Zbrush
- Unity
- Stylized Character Design
- 2D Texturing for 3D Models
- Visual Storytelling

Languages

- Spanish (Native)
- Portuguese (Fluent)
- English (Intermediate)

FERNANDO OLIVERA

2D Artist

"Your next great game deserves memorable art. I believe that good visual design can give soul to characters, enhance the narrative, and turn every mechanic into a living experience."

Work Experience

Whiteboard Games - 2D Artist (2025)

- Created high-quality, hand-painted 2D textures for 3D assets, contributing to the visual fidelity and stylistic coherence of a high-profile multi-platform project.

Dedalord Games - 2D Artist - Illustrator (2020-2024)

- Designed and posed multiple original characters for the card game Spellstone, published by Kongregate, ensuring visual consistency and narrative strength in each illustration.
- Collaborated on creating final assets and art for BigRun games, developing concepts and illustrated pieces centered on the protagonist Chelsea.
- Working with the art team, I edited and adapted AI-generated images for integration into a narrative game based on two Netflix reality shows, ensuring stylistic coherence and visual quality.
- I joined the Running Fred team as a 2D/3D artist, where I developed new characters for Dedalord's original IP, merging digital illustration and 3D sculpting to enrich its visual universe.

Digilearnials Games - 2D Artist - Illustrator (Freelance) (2018-2024)

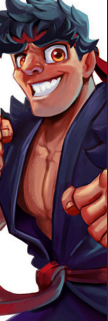
- Created and adapted historical characters for Liberators' Chronicles, focusing on stylized concept art and visual narrative.

The Other Guys - 2D Artist - Illustrator (2019-2020)

- Worked on the interactive series Linda Brown and other titles with a similar aesthetic, editing characters and environments, as well as preparing assets for the animation team.
- Designed covers and promotional illustrations used on the App Store and in marketing materials.

QB9 Entertainment - 2D Artist - Illustrator (2015-2019)

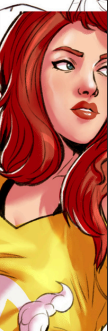
- Conceptualized cartoon-style characters for licensed projects, including the visual redesign of Barney (Mattel), modernizing its aesthetic without losing its original identity.
- For the official Messi games, I developed stylized concepts for the main character and several secondary ones, experimenting with different visual styles alongside the art team.
- Co-created the original IP Cosmic Kittens, designing adorable characters, themed outfits, and art pieces that portrayed funny situations from the game's universe.



Artstation Portfolio



My Web Portfolio



CMD/Yuisy - 2D Artist - Illustrator (2012-2014)

- Designed characters and environments for Rolling Ranch, including the game's visual intro and illustrated narrative.
- I was responsible for the artistic development of Token Dancer, from its visual identity to the stages and guest characters.
- Redesigned the aesthetic of Gaturro for video games, maintaining the character's essence while creating secondary characters and environments for different levels.
- Contributed to the visual development of a game based on Metegol (the film), creating conceptual ideas from its characters.
- Designed characters and stages for a game inspired by the animated series Bondi Band, adding style and personality to each level.

Alaparplay Games - Studio Co-founder (2012-2015)

- As co-founder I defined and executed the full visual strategy for all the studio's projects, from concept art to final assets.
- Our project, Soul Savior, was recognized for its artistic quality and gameplay, and was selected as a finalist in the **Square Enix** Latin America contest.

Gameloft - 2D Artist - Illustrator (2009-2011)

- Took my first steps in the industry by participating in Bridge Odyssey, one of Gameloft's first titles for the iPhone/iPod, where I was in charge of character design and promotional art.
- I worked on the conceptualization of a zombie game and on the visual development of a combat title with war machines. Although these projects were not launched, they were key to gaining experience collaborating in demanding production environments.

Education

Facultad de Arte & Diseño Graphic Design - 2008

Personal Interests

- **Collectibles:** I am a collector of G.I. Joe and Star Wars figures. I love to design, model, and print my own collectible figures to bring them to life on my shelf.
- **Trial and Error:** In my free time, I also love experimenting with engines like Unreal and Unity—small experiments of great frustration and satisfaction.
- **Comics:** A fan of the 90s Batman adventures and the artistic style of geniuses like Bruce Timm and Alex Ross.
- **Dinosaurs:** I love so much.
- **Books:** I enjoy reading about entrepreneurship and self-help.
- **Relaxing:** I like suspense and mystery films, Korean series, and anime. I enjoy walking and cooking.