



FERNANDO OLIVERA

**2D Artist
Game Artist
Illustrator
Digital Sculptor**

Buenos Aires Cap-Argentina

Contact

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Linkedin:
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Web:
www.ferolcreations.com

Artstation:
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Skills

2D Art
Concep Art
Game Art
Illustration
Asset Creation
Character Design
Photoshop
Zbrush
Blender
Substance Painter

Creativity
Collaboration
Proactivity
Attention to Detail
Versatility in art styles
Adaptability
Deliverer
Thinker
Philomat
Focus expert
Time keeper
Communication
Visual refinement

"I am a professional 2D artist with over 10 years of experience in the mobile video game industry, having contributed to more than 30 published games at studios like Gameloft, Other Guys, and Dedalord Games.

My goal as a 2D artist is to create art that resonates emotionally and visually with a broad audience. With over 10 years of experience, I have specialized in crafting and redesigning high-quality characters, illustrations, concept art, and assets for mobile games. In recent years, I have incorporated digital sculpting as a tool to elevate the visual quality of both characters and assets, enhancing the overall development process.

Accomplishments

Creation of engaging character designs for mobile games as a 2D artist and game artist, collaborating with teams to ensure each character enhanced the game's narrative and resonated with players.

Developed concept art for projects, including redesigns for franchises like Messi Games, elevating their visual identities to improve market appeal.

Optimized the artistic process to deliver high-quality illustrations under tight deadlines, consistently meeting project milestones and maintaining visual standards.

Contributed to original IP redesigns, including characters from Matel and Dedalord Games, by combining innovative character design with compelling storytelling, resulting in positive player engagement.

Collaborated with artists to refine AI-generated assets for game integration, demonstrating adaptability to new technologies while preserving artistic integrity.

Created unique concept characters by combining 2D art skills in Photoshop with digital sculpting techniques in ZBrush, developing attractive proposals for game projects.

Achieved certification as a freelancer and remote work expert through the "Accelerator" training program.

Selected as one of five finalists in the Square Enix Game contest, recognized for innovative game design in Latin America.

Carrer Experience

2D Artist / Game Artist at Dedalord Games
Buenos Aires Capital
March 2020 - Agust 2024

I Created multiple original characters for Spellstone Card Game, while refining the designs of existing ones, ensuring a cohesive visual experience. The game received rave reviews for its artwork, significantly boosting player engagement and retention.

I collaborated with other artists in the creation of various assets, contributing to many concepts and final art pieces for different Big Run games, where the main character was Chelsea. The enriched visuals contributed to an increase in user ratings and positive feedback on the app store.



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Alongside the art team, I worked on editing and visually refining several AI-generated pieces. The visually enhanced integration aligned well with the shows' branding, leading to a successful game launch and positive reception from fans of the Netflix reality show.

Games delivered:

Mobile Game: Spellstone
2020

Mobile Game: BigRun Games
2021

Mobile Game: Series Ai
2023

Mobile Game: Running Fred
2024

2D Artist / Game Artist at The Other Guys Buenos Aires Capital Feb 2019 - March 2020

I had the opportunity to work on the interactive series Linda Brown, along with other series of a similar aesthetic. I was in charge of editing characters and environments, as well as preparing assets for the animation department. I also worked on several covers for these games, as well as some promotional artwork.

Games delivered:

Mobile Interactive Series: Linda Brown
2019

Mobile Interactive Series: An Unexpected Visit
2019

Mobile Interactive Series: Not So Innocent
2019

Mobile Interactive Series: Dj Trixie
2019

2D Artist / Game Artist at QB9 Entertainment Buenos Aires Capital Jan 2015 - Dez 2019

I worked on the conceptualization of several cartoon-style characters and also redefined the aesthetic for one of Mattel's main characters, Barney.

Under the prestigious Messi brand, major games were developed where I, along with other art teams, was involved in conceptualizing the character, focusing on a stylized aesthetic while also creating several secondary characters. We also experimented with other artistic styles, which resulted in visually rewarding outcomes.



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Creation of the original IP Cosmic Kittens, designing a wide variety of characters and cute outfits, along with a series of art pieces showcasing fun and entertaining situations involving these characters. The vibrant designs and engaging stories resulted in positive player feedback.

Games delivered:

Mobile Game: Messi Tap
2018

Mobile Game: Messi Ultimate Challenge
2017

Mobile Game: Messi Runner
2016

Mobile Game: Match Box Adventures (License)
2016

Mobile Game: Cosmic Kittens
2016

Mobile Game: Color with Barney (Licencia)
2015

Mobile Game: Learning English with Barney (Licencia)
2015

2D Artist / Game Artist at CMD Yuisy Publisher Buenos Aires Capital March 2012 - Feb 2014

I worked alongside other team artists to create the characters and environments for Rolling Ranch. I was also responsible for the visual intro of the game and for telling its fun story through images.

I took charge of designing and creating the main character and several environments for the game Token Dancer. The search for its visual style was a great challenge, as well as incorporating famous characters with that particular visual aesthetic.

For the Gaturro brand games, my task was to give the main character a new aesthetic while keeping its essence, as well as creating secondary characters and the visual design for different game levels.

I had the amazing opportunity to work on one of the games based on the Underdogs (Metegol) movie. I loved conceptualizing ideas based on those characters.

I also worked on one of the games based on the popular and fun animated series Bondi Band, creating secondary characters and artwork for the different levels.

Games delivered:

Mobile Game: Bondi Band
2014

Mobile Game: Metegol - Foosball - Goal Crusaders (Licencia)



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Mobile Game: Gaturro Pet Odyssey
2013

Mobile Game: Gaturro Crossing Dreams
2013

Mobile Game: Token Dancer
2013

Mobile Game: Rolling Ranch
2012

Co-Founder / 2D Artist / Game Artist at Alapàrplay Games
Buenos Aires Capital
Feb 2012 - Jun 2015

Alaparplay Games was the dream founded in 2011 together with a great and unforgettable friend, Pablo Tonello. We managed to create several games and even became one of the five finalists in the Square Enix contest during their visit to Latin America in 2012. After the passing of my friend and business partner, I decided to cherish this time with him.
I handled all the artistic aspects of each title we released.

Games delivered:

Mobile Game: Squeeze the nosse
2011

Mobile Game: Soul Savior (Square Enix Finalista)
2012

Mobile Game: Car Breakers
2013

Mobile Game: World Car Soccer
2014

Mobile Game: Miao Square
2017

2D Artist/Game Artist / Illustrator at Gameloft
Buenos Aires Capital
March 2009 - March 2011

Education

Graphic Design
Facultad de Arte & Diseño
2008

Lenguages

Spanish - native
Portugues - intermediate
English - intermediate