

FERNANDO BRESCIANO

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I am passionate visual arts and have a thirst for creation. Whether illustrating a scene or programming the behaviour of virtual worlds, what drives me is the challenge of crafting experiences that aren't just beautiful, but also have meaning. Videogames are a great medium to do just that.

With a Degree in IT Engineering and self taught in digital art tools, learning new technologies is not an issue. Troubleshooting and creative thinking are my strongest skills.

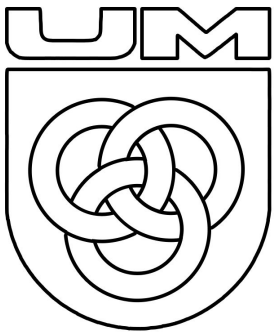
Art Skills

TRADITIONAL DRAWING	Advanced
DIGITAL DRAWING	Advanced
2D ANIMATION	Intermediate
3D MODELING	Beginner

Programming Skills

C#	Advanced
JAVA	Advanced
ACTIONSRIPT 3	Advanced
JS + HTML + CSS	Intermediate

Education

	TELECOMMUNICATIONS ENGINEER Universidad de Montevideo 2004 - 2009
2002 - 2003	Juan XXIII High School
1992 - 1991	Richard Anderson School

Languages

SPANISH: NATIVE **ENGLISH:** PROFICIENT






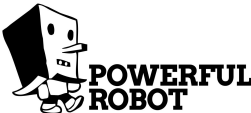

English Certificates

- 2001 MICHIGAN PROFICIENCY (ECPE)
- 2001 CAMBRIDGE IGCSE
- 2001 LCCI ENGLISH FOR BUSINESS
- 2000 CAMBRIDGE FIRST CERTIFICATE
- 1999 OXFORD EEFL
- 1999 TRINITY SESOL

Awards

WINNER	BEST ILLUSTRATION METAL GEAR ART STUDIO: "BIG BOSS" CONTEST, JAPAN - 2014. "It's composition requires a lot of technique, I was really impressed by this one." —Yoji Shinkawa, Art Director, Kojima Productions.
2nd PLACE	BEST EDUCATIONAL GAME NATIONAL VIDEOGAME CONTEST, URUGUAY - 2014.
3rd PLACE	BEST COMIC STRIP MONTEVIDEO COMICS, URUGUAY - 2010.

Work Experience

<p>FERAL INTERACTIVE</p> 	<p>DIGITAL ARTIST & ART LEAD</p> <ul style="list-style-type: none"> + Defined the art style guidelines and directed the artists that created the UI for the iOS version of Tropico. + Created the mobile-specific UI assets, App Preview videos and trailers for the iOS version of GRID Autosport. + Designed the marketing imagery and App Icon for the iOS version of ROME: Total War and its two expansions. + Designed the logo for Calico, the multiplayer platform used for macOS and Linux games. + Created variations of the Feral Interactive logo, adapted to the art style of each game the company releases, including Deus Ex: Mankind Divided, Hitman, Bioshock Remastered, Dawn of War III, Life is Strange: Before the Storm, among others. 	<p>JUL '16 - Present, LONDON</p>
<p>ONE TANGO GAMES</p> 	<p>UNITY DEVELOPER</p> <ul style="list-style-type: none"> + Implemented environment and character mechanics for the Android game Mochix. + Animated user interfaces, screen transitions and level completion cutscenes. + Implemented connection with social networks. 	<p>MAR '15 / MAR '16, MONTEVIDEO</p>
<p>NEW ACROPOLIS [VOLUNTEER]</p> 	<p>CONCEPT ARTIST & ILLUSTRATOR</p> <ul style="list-style-type: none"> + Designed concept art and created 3D references for characters, vehicles, environments and architecture for the graphic novel Ankor: The Last Prince of Atlantis. + Created comic storyboards and illustrated pages and chapter covers. 	<p>JAN '13 / MAR '16, MONTEVIDEO</p>
<p>SEIWAKAI KARATE [FREELANCE]</p> 	<p>GRAPHIC & VIDEO DESIGNER</p> <ul style="list-style-type: none"> + Designed visual style for the first Warrior Spirit International Karate Tournament. + Created motion graphics for fight title cards and edited the video footage screened during the event. + Designed promotional posters, flyers and online ads. 	<p>MAR '15 / NOV '15, MONTEVIDEO</p>
<p>ST CONSULTORES [FREELANCE]</p>	<p>JAVA PROGRAMMER</p> <ul style="list-style-type: none"> + Implemented new functionalities for the Electronic File System Apia Documentum. 	<p>OCT '14 / MAR '15, MONTEVIDEO</p>
<p>SABIA</p> 	<p>GRAPHIC DESIGNER</p> <ul style="list-style-type: none"> + Designed and implemented UI for the web version of Genuina (Casino Management System). + Designed promotional banners, flyers and animated presentations displayed in international conventions. 	<p>SEP '11 / OCT '14, MONTEVIDEO</p>
<p>POWERFUL ROBOT GAMES</p> 	<p>VIDEOGAME DEVELOPER</p> <ul style="list-style-type: none"> + Helped meet the shipping deadlines of the company's last commissioned game; Cartoon Network's Adventure Time: Legends of Ooo for Flash and iOS. + Modified mechanics and added new graphic assets for all the minigames in the Looney Tunes Active series. 	<p>JUN '11 / SEP '11, MONTEVIDEO</p>
<p>DANONE [FREELANCE]</p> 	<p>FACEBOOK APP DESIGNER / DEVELOPER</p> <ul style="list-style-type: none"> + Created a customizable animation short for the Danone Nations Cup Facebook App. + Created storyboard sketches. + Designed and animated all characters and sceneries. + Implemented the character customization system and social network connection. 	<p>MAY '11 / JUN '11, MONTEVIDEO.</p>
<p>ST CONSULTORES</p>	<p>JAVA PROGRAMMER</p> <ul style="list-style-type: none"> + Analyzed and fixed bugs in Apia (Business Process Manager). 	<p>JAN '08 / FEB '09, MONTEVIDEO</p>