

EMMA CENDERELLO

CHARACTER CONCEPT ART - VIS DEV



+44 7803790575



cenderelloe@gmail.com



<https://cenderelloemma.myportfolio.com/home>



London

SOFTWARE

- Photoshop
- ZBrush
- Clip Studio Paint
- Procreate
- Substance 3D Painter
- After Effects
- Maya

SKILLS

- Communication
- Teamwork
- Problem solving
- Time management
- Creativity
- Organization skills
- Team leadership

EDUCATION

MA Character and Creature Creation

Escape Studios

2022-2023

Graduated from the Character and Creature Creation course at Escape Studios (Pearson College London) .

BA Animation Production

Arts University Bournemouth

2019-2022

Graduated with Honors from the Animation Production course at the Arts University Bournemouth.

LANGUAGES

English



Italian



French



PROFILE

I am a character concept artist and 3D character artist who is passionate about visual storytelling and visual development. I graduated from my Masters degree in Character and Creature Creation from Escape Studios with a Bachelors in Animation Production from Arts University Bournemouth.

I have excellent skills in character creating and concept art, with a strong understanding of anatomy. I am proficient in **Photoshop** and **Clip Studio Paint** and can render in both a realistic and non realistic style. I am comfortable creating various different characters and am proficient in outfit creation.

I look forward to any feedback and to work on a fun collaborative project !

WORK EXPERIENCE

Compliance officer and Sales Assistant

Vodafone UK

2023 - Ongoing

- Compliance work including contract checks, managing non-compliant colleagues and adjustments.
- Managing clients and customer expectations when dealing with complaints or issues.
- Dealing with stock exchanges, recalls or deliveries. Ordering supplies and managing what's on hand.

Communications Officer / Project Manager

Carano 4 Children

2023 - 2024

- Client liaison with company partners and possible collaborators.
- Keeping track of social media including LinkedIn, Facebook and Instagram.
- Creating presentations, posters and flyers for events.
- Design work including logos and drawings for events.
- Collaborating with different partners such as schools and museums.
- Creating engaging videos and editing reels for social media.

PROJECTS

Westworld: Miner's Folly

Escape Studios

2023

- 12 week team project to create an environment and cast of characters to fit a brief set by *Rockstar*.
- Worked as Producer, Character Designer, Character Modeler and Texture Artist with 11 team members.
- Designing and creating characters fully ready to be sculpted.
- Creating model sheets for multiple characters.
- Modelling and texturing multiple characters as per the design sheets.

LINGU: Or the lack of

Arts University Bournemouth

2022

- Final year University project where we created a fully 2D animated film together with a team of 8 people.
- Worked as Producer, Layout artist and After Effects editor.
- Designing and creating the layouts and backgrounds of the film.
- Creating a colour palette and ensuring all aspect of the design process went smoothly.
- Rendering and editing the final version of the film.