

STEPHANIE ARCAS

Visual Development Artist

CONTACT

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-  Brasília - Brazil

EDUCATION

- ZAC RETZ
2022 | Visdev Advanced Class
- ICS ART
2021-2022 | Character Design
- CG MASTER ACADEMY
2019 | The Art of Color and Light
- UNIVERSITY OF BRASILIA - UNB
2015-2019 | Bachelor's degree in Design

KEY SKILLS

- COLOR KEYS
- COLOR SCRIPT
- CHARACTER DESIGN
- BACKGROUND
- PAINTING
- MATTE PAINTING
- STYLEFRAME

PROFESSIONAL SUMMARY

Brazilian artist working with visual development the animation industry. Enjoys working with lighting, color, and texture, with special attention to details. Stephanie takes pride in her work and works hard to achieve success in all projects she takes part in. Able to work collectively, by contributing with ideas and accepting feedback from directors and the rest of the team.

WORK EXPERIENCE

2021 - CURRENT JOB | LIGHTFARM STUDIOS

Visual Development Artist - Full Time

- Developed background art, character design, colorscripts, styleframes, illustrations and 3d handpainted texture for different animated projects.
- Some clients: League of Legends, Valorant, Wild Rift, Overwatch and Free Fire.

2024 | DIRTY WORK FACTORY

Visual Development Artist - Freelance

- Created styleframes for an unannounced animated short film.

2024 | VETOR ZERO / LOBO.CX

Visual Development Artist

- Did styleframes, color keys, backgrounds and character for several animated short films.

2023 | ZOMBIE STUDIO

Visual Development Artist - Freelance

- Developed thumbnail and background exploration for Not a Monster - Disney and Nubank animated short.

2023 | BEELD.MOTION

Visual Development Artist - Freelance

- Made color script for "Winterlands: Frostfire" by Garena - Free Fire.

2020 | FANTOM STUDIO

Visual Development Artist - Full Time

- Worked developing concept art, color script, characters, backgrounds and props for the animated feature length film O Sonho de Clarice ("The Dream of Clarice").