



Cesar R. Rizo

Concept Artist

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A concept artist with a unique combination of architecture and illustration, creator of innovative and believable designs for environments, vehicles and characters, experienced in Sci-fi and real-life projects, as well as fantasy illustration. Flexible to work with textures and 3d tools, Aware of the importance of teamwork to accomplish tasks and the responsibility of working with teammates and leaders.

SKILLS

Concept art, sketching and illustration of environments, props, vehicles and characters for multiple projects simultaneously. Excellent knowledge of Photoshop and Painter, Proficient in Alias Maya, Vectorworks, pencil, ink, markers and texturing. Familiar with Unreal 3 Engine, Zbrush, Cinema 4D, Autocad.

WORK HISTORY

Threewave Software: Full time concept artist, generating inspirational concepts and overpaints for props and environments of multiplayer content. I also created textures and character proposals. May 07-May 09

Titles that I worked on:

Wolfenstein

Ghostbusters: The Video Game

Army of Two

Unannounced Title

www.threewavesoftware.com

Acony Games: Full time concept artist creating concepts of environments and props, color schemes, lighting proposals, technical drawings, architectural advice for maps, map overpaints. I've also texturized assets and enhanced normalmaps for "Parabellum" Jun 05-May 07

www.aconygames.com

Warpigstudios: Freelance concept artist generating concepts for environments and vehicles, proposing map layouts. Jan 05-May 05

www.badgeofblood.com

Agell Martin Taller de Arquitectura: Architect developing residential complexes, drawing construction blueprints, generating rendered images and walk troughs for project marketing. Feb 04-May 05

www.anamigra.com

AP Animation Studios: Set Designer and storyboard artist for . Generating models of the environments, construction drawings, and prop design. July 03 - Jan 04

www.apanimationstudios.com

EDUCATION

Universidad Simon Bolivar, Caracas, Venezuela. Degree in Architecture (five years degree, equivalent to U.S. Bachelor's Degree). Sep 97-Nov 02

www.usb.ve

INTERESTS

Sketching, video games (FPS, adventure, RPG), literature, History Channel, music, movies, swimming.

