



CURRICULUM

Professional experience



- + Art Director
- + Illustrator
- + 3D Artist
- + Character Artist

About me

"I love illustration, 3D and design. Creating characters and environments fascinates me, drawing is my tool for everything".

Contact

Iván San Martín González

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Skills

Basic Intermediate Advanced

PHOTOSHOP	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
ILLUSTRATOR	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
INDESIGN	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
ADOBE PREMIER	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
AFTER EFFECTS	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
SUBSTANCE (PAINTER & 3D SAMPLE)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
UNREAL	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
UNITY	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
ZBRUSH	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
MAYA	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
BLENDER	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Senior Art Director, Red Mountain, Madrid (August 2022 - November 2023)

- Character and environment design for different projects. Concept art, 3D modeler and texturing.
 - "The Crown of Wu" videogame project.
 - "Opus Magna" videogame project.
 - "Facies Hermetica" videogame project.

Freelance Illustrator, Concept Artist and 3D Artist (2011 - currently)

- Illustrations, caricatures and infographics for different newspapers of the Vocento group.
- Corporate video animations in 2D. · Illustrations and artwork for advertising.
- Editorial illustration for books. · 3D Modeler / Sculpting for video games.

Teacher of Blender, Trazos, Madrid (2022 - 2023)

Senior Art Director, Gamelearn, Madrid (March 2014 - August 2022)

- Coordination of the art team, designers, animators and modelers in order to guarantee the aesthetic guidelines and the defined quality.
- Supervision of the look & feel of video game scenarios.
- Definition, estimation and monitoring of the project to guarantee delivery dates.
- Coordination with production and development for time estimation.
- Character design and scenarios for different video games (Concept art) and 3D modeler and texturing proposal.
- Creation of storyboard and layout of trailers and cinematics.
- Composition, motions graphics and assembly of trailers and cinematics.

Co-founder and Art Director, Misstaggart, Valladolid September 2011 - March 2014

- Design and presentation of proposals to clients. · Creative and aesthetic definition of projects.
- Video editing and motion graphics. · Coordination of the design team.
- Development of branding strategies. · Design of corporate image, layout and editorial illustration and web design.

Professor of digital Illustration & image processing, ESI (Higher School of Design), Valladolid (September 2011 - March 2013)

Senior Graphic Designer and Illustrator, RQR Comunicación, Valladolid (September 2006 - August 2011)

- Customer account management. · Aesthetic definition of media advertising campaigns.
- Realization of corporate image. · Editing of corporate and advertising videos.
- Design of materials and graphic resources: posters, brochures, stands, infographics, web design and digital material. · Illustration and editorial layout.

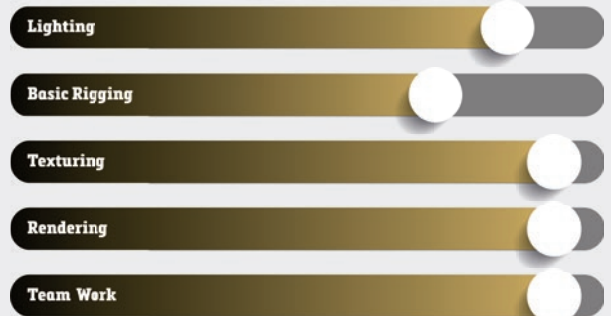
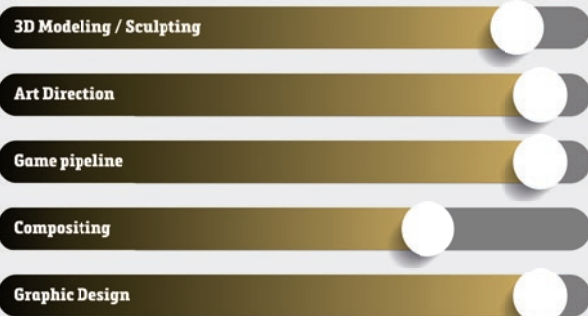
Young Artists Price and Scholarship INJUVE, Florence (September 2004 - August 2006)

- National award for the best graphic design project and scholarship for its development in Florence.

Graphic Designer, XY Equipo Creativo, Palencia (February 2000 - August 2004)

- Creation of graphic content for campaigns. · Development and definition of corporate image.
- Design of materials and graphic resources: posters, brochures, stands, infographics, web design and digital material. · Editorial illustration.

2D Animator, Vilma Animation, Valladolid (February 1999 - January 2000)





CURRI- CULUM

Education

Master in Video Game Production

• *Trazos, Madrid (March 2020 - October 2020)*

Master in Digital Illustration & Design

• *Florence Design Academy, Florence (January 2005 - March 2006)*

Higher degree in graphic design and illustration

• *Art School of Valladolid, Valladolid (September 1999 - June 2001)*

_Additional studies

ZBrush Course, *Madrid 2020*

Substance Painter, *Madrid 2020*

3DS Max, *Madrid 2020*

Illustrated book course, *Billiards of letters, Madrid 2017*

Typography course with *Enric Jardí and Oriol Miró, Typeon, Valladolid 2010*

Typography course with *Longinotti and Hernán Ordóñez, El Ojo en la calle, Escuela Superior de Arte de Valladolid, Valladolid 2003*

_Languages

English, *intermediate.*

Spanish, *mother tongue.*