JUAN PABLO ROLDÁN

Concept art & visual development

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**PROFILE**

I have always been passionate about art and design, especially for contemporary visual development for film and videogames techniques. I began to develop my skills as a graphic designer in two recognized advertising agencies for seven years, where I worked as graphic creative and art director.

I started my concept art career working as a freelancer for a Canadian videogame production. Since then, I have been working on the concept art and design development in outstanding projects for different companies around the world, such as, Hostage Films, Molotov Games, Jc Culture studio, etc. During the last two years, I have also complemented my job by working as an instructor for an art academy in my hometown.

**STUDIES**

**CDW ESTUDIOS 2013**

Environment design for film & games, vehicle and mech design for games, creature design for games.

**CG MASTERS ACADEMY – ONLINE TRAINING From 2011 to 2012**

Environment Design for film production, analytical figure drawing ,matte painting for film, dynamic Sketching, environment sketching for production, vehicle and mech design

**THE GNOMON WORKSHOP 2012**

Color Theory. Environment Design

**UNITÉCNICAS MANIZALES. From 2000 to 2004**

Bachelor in Graphic Design.

**WORK EXPERIENCE**

**HOSTAGE FILMS**. New York, currently working

Film “This is not the end” Director: Ruben Latre

Concept Artist, cinematic design, environment design.

**STORMEDGE: RISE OF THE DARKNESS**. Singapore, currently working

3D Animated film

Concept designer and concept artist (Character, vehicle, props, environment, cinematic and promotional design)

**PROYECTO DIEGESIS**. Colombia, currently working

Graphic Novel

Senior art director and concept designer (Story board, character, Vehicle, props, environment, cinematic and promotional design.)

**THE TRAVELER OF THE HORIZONS**. Colombia, currently working

Graphic Novel

Senior art director and concept designer (Story board, character, vehicle, props, environment, cinematic and promotional design)

**EAM UNIVERSITY – VIVELAB.** Colombia, November 2013

Concept art for videogames instructor (Foundations for designing scenery and environments and Character design for video games and movies)

**TALER ARTE DIGITAL.** Colombia. Working currently

Concept art Instructor and cinematic design and lecturer (Concept art fundamentals )

**DARK ROAST ENTERTAIMENT**. Los Angeles Ca. 2013

Fantasy-themed digital card game

Concept artist and character design.

**FILM · LEGEND OF THE THIEF**. Spain - 2012

Film project. Writer: Juan Jurado Gomez

Concept artist and cinematic design ( Environment design )

**NDiTERAVISION GAMES**. Canadá · Bogotá – 2011 & 2013

Multiplayer game: “Space Empires Vl” (Unrealised game)

Concept designer and concept artist (Character, vehicle, props, environment and cinematic design)

**AWARDS**

**GOLDEN EYE**. 3d Total – 2013 - 2014. This award has been granted for twelve personal projects.

**EDITOR PICKS & GOLD AWARD.** CGHUB 2013

**IMAGE OF THE DAY** IMAGINEFX 2013. Canada, U.S.A, U.K.

**LAYERPAINT EXCELLENCE AWARD.** Layer paint · 3d Total 2013 · 2014 . This award has been granted for fifteen personal projects.

**PUBLISHING**

**DIGITAL ART MASTERS VOLUME 9.** 3d Total Publishing. Making of “The fall” personal project.

**2D ARTIST MAGAZINE ISSUE 98 .** 3d Total - 2D Artist magazine. January 2014

Making of “ El arca” personal project

**2D ARTIST MAGAZINE ISSUE 97, ISSUE 95, ISSUE 94, ISSUE 92**

**CONCEPT ART WORLD 2014**

**CONCEPT SHIPS 2013**

**LAYERPAINT GALLERIES.** Layer paint - 3d Total 2013 - 2014

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