CÉSAR SAMPEDRO

CONCEPT ARTIST / ART DIRECTOR

I'm a games artist with more than 15 years of profesional experience. Throughout my career, I have worked in many different positions within the field of video game art, but still love that I am learning something new every day.

I have always been interested in art and new technologies, but above all I have been drawn to videogames. I love to work on videgames that show we can still do creative things and this is the reason I am most passionate about indie games.

Contact

César Sampedro

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Specialties / Skills

• Art Direction
• Character concept in both 3D and 2D.
• Environment concept in both 3D and 2D.
• Highpoly & Lowpoly modeling (organic and mechanic).
• Next-gen texturing and shader construction.
• Game design
• Tools development

Maya - 3D Studio Max
Photoshop
Mudbox
Bodypaint
Game engines (UDK,Unity)

Perforce,Svn
Windows - Linux

Amnesia: Rebirth
Arise: A simple story
Heavy Rain
Deadlight
Castlevania lords of shadow (prototype)
Motorstorm DLC
Motorstorm Pacific Rift
Motorstorm Apocalypse
FxTanks
Cops
Clive Barker's Jericho

(iPhone, iPad, Playstation, Indie Games)
Hydrium
Ozone
Puzzle Star
Ozone HD
Chip-8
Captain Cat, Captain Cat Pocket

Experience

Co-founder/Art Director

Digital Tentacle

Digital Tentacle is made up of a small group of game
developers, passionate about creating small, fun, accessible
games with fresh and modern gameplay. Most of us have
worked together for over ten years within larger companies,
and all have many years experience in the industry. Now, we
are excited to have the opportunity to draw all our experience
and enthusiasm together, to bring you games we hope you will
enjoy as much as we do!

Madrid
Apr 2012 - Present

Art Director/Designer

Geardome

Founder of the startup company Geardome, we focus on the
digital distribution and games with nice visuals and gameplay.

Create applications and videogames for mobile
devices/consoles and PCs (iPhone, iPad, Android, PlayStation,
XBOX, etc.).

Art Director

Tequila Works

Madrid
Oct 2009 - Dec 2011

Art Director - Deadlight
Original Idea - Deadlight
Keeper of the vision (pre-production) - Deadlight

Senior 3D/2D Artist - Concept Artist.

SCEE (Evolution Studios)

UK
Jul 2007 - Nov 2009

3D/2D artist .
World Builder.
Concept Artist.

MotorStorm DLC, Motorstorm Pacific Rift, Motorstorm
Apocalypse.

Senior Texture Artist / Concept Artist

Mercury Steam Entertainment.

Madrid
Jul 2006 - Jul 2007

Castlevania Lord of Shadows prototype
Recreating a game and world created by Clive Barker's
Jericho. My main responsibilities include texturing scenes,
unwrapping, creating models in high poly to generate normal
maps, adding texture for FX.

Senior Texture Artist

Pyro Studios

Madrid
Apr 2006 - Jul 2006

Created and visually designed a game called Cops as a texture artist. Main duties included creating vehicles, scenario props and additional textures for scenarios (next-gen). In addition, my main task was to clean 3D models, unwrap and create textures. For this project, particular attention was paid not only the exterior textures and graphics but specifically to interior textures, design and segmented parts of the vehicle.

Lead Artist

Fx Interactive

Madrid
Jul 2002 - Apr 2006

For more than 3 years I worked closely with a coder on an internal project which was not publically announced. As the only artist working on the game I managed all the visual contents: concepts, modelling (high & low poly), unwrapping, generation of normal maps, texturing, animating and illumination. In addition, I also gave ideas for making the games tools. I made game maps using the coder tools that significantly contributed to the resolution of problems with the coder.
I adopted and adapted to new technologies during the course of this project to maintain a high visual quality and ensure a high quality of work.
From my experiences in this game it allowed me to develop a greater knowledge for game development.
Created a model for the advertisement of a game called Navy Moves.
Created graphics that was used as an internal Benchmark.

Freelance Character Texture Artist

QuanticDream

Jan 2007 - Jun 2007

Freelance Character Texture Artist (Heavy Rain game)

Freelance Artist

Dark Ride Studios

Nov 2006 - Feb 2007

Contracted to create textures for this game however the game was not announced publically. Key responsibilities included texturing various models in high quality, unwrapping and generating normal maps.

Junior Designer

Tecprim

Vigo

I gained work experience during my studies within a company dedicated to the construction of concepts and designs (clichés, solid and liquid) for commercial packaging.

Freelance Artist

Duplex Systems

Mar 2001 - Apr 2001

Contracted as a modeller and animator to make characters for the game Face of mankind.

Education

BUP

Highschool Castelao

Vigo, Spain
1996 - 2000

Technician, Preprint

College Hogar Caixa Nova

Vigo, Spain
Jan 2000 - Jan 2002

Prepress advertising.

Additional Studies

2004/2006 Traditional drawing in the school Añil (Madrid).

2004 Carlos Baena Animation Masterclass
www.carlosbaena.com

2000 Traditional and digital photography in I.M.E. (VIGO)

2000 Digital video in Centro UGT (Vigo),
Shortfilm "IFES".

Mods

- Bidforpower for Quake 3 based on the series Goku.
Responsibilities included making,
models, textures, animations, and FX
www.bidforpower.com

-Navyseals for Quake3 (similar to counter strike). I made
characters and FX for this game.
2d. www.ns-co.net

-Bloodsunrise for Quake3, designed and textured made
weapons and FX.

Gargore
- I spent 2 years making models and textures for an internal
project www.gargore.com

Geardome
- Developed various simple games,developer of all the visual
content and contributed to idea
development. www.geardome.com

- Created the game Hydrium, awarded the prize
Game Developer winner of PLAYSTATION 2005.

- Created the game Hydrium Mobile.

- Created the game Ozone for PSP (freeware,homebrew)

Prince of Persia contest Deviantart
- 3rd place.

Art Futura 2005: Game Developer winner of PLAYSTATION
2005
- Best concept & Design (game: Hydrium).

Halloween Skin Contest: Organized for Paul Steed (ID
SOFTWARE artist)
- 1st place - skin (Calabaxa)

Bad Girl Contest: Organized for Paul Steed (ID SOFTWARE
artist)

Xuventude Galicia Net 2002
- 1st place in 3D images.
- 1st place in Demoscene (Demo Wowfactor)
- 2nd place in 2D images.
- 3rd place in Fast 2d images.

BCN 2001
- 2nd place in Demoscene (Demo Choose)

Arroutada 2001
- 1st place in 3D images.
- 2nd place in 2D images.

Xuventude Galicia Net 2000
- 3rd place in 3D images.

Arroutada 2000
- 2nd place in 3D images.
- 2nd place in 2D images.

Topcity
- Interview for the magazine Topcity (Galicia)

Languages

Spanish (Native)
Galician (Native)
English (Full professional proficiency)