Ruben Santos

LEAD ARTIST

Barcelona

santosdelacalle@gmail.com
0034 626818276 mobile

Lead digital artist seeks exciting new opportunities, highly experienced in digital media, graphical arts and photography. Over 14 years of professional experience including eight in the games industry and six years as the lead artist of a seven strong team. Holds Masters in ‘Design and New Media’ from the Iddeco College of Advanced Design in León. Comfortable in all facets of art development for the games industry alongside mentoring, nurturing and developing multi disciplinary teams. Able to communicate effectively with management as well as engage in technical discussions with colleagues.

Experience

Lead Artist

Omnidrone

Barcelona
Mar 2020 - Present

Lead artist for an RPG mobile project.
Responsible for quality of all milestone & art deliverables
Motivate, mentor, supervise and support a multicultural team of artists with clear direction.
Structuring UI using Unity, Photoshop and Adobe XD.
Creating animated visual mockups in After Effects.

Lead Artist

The Breach Studios

Barcelona
Jun 2018 - Feb 2020

Lead artist in a new game company based on Barcelona.

Guiding and mentor artists throughout all phases of development in creating high fidelity art.
Participating in the development of 2D animations and visual effects to bring UI elements, menus and dialogs of the game to life. Implementing animations into Unity and optimising assets.
Working with technical artists and programmers to enhance animations in the game.

Lead artist

Kerad Games

Barcelona
Aug 2017 - Jun 2018

Leading the art team for a soccer game.
Being the responsible of Create visual style, structure (from the wireframes to the final design) and polish the final product.
Drawing assets for in-game backgrounds using Photoshop and Illustrator.
Structuring games UI using Unity, Sketch and Adobe XD.
Creating animated visual mockups in After Effects.

Lead artist

Bee Square

Barcelona
Apr 2012 - Jun 2017

Managing a seven people Art team in several parallel projects.
Drawing assets for in-game backgrounds using Photoshop and Flash.
Structuring games UI using Unity, Illustrator and Flash.
creating animated visual mockups in After Effects.
Checking 3D models, rig and animations in Maya
Adding skeletal animations using Spine to the game and working with sprite animations.

3D modelling and texturing. UI designer

Virtual Toys

Barcelona
Jul 2010 - Mar 2012

Modelling and texturing in 3D Max.
Environment and Prop artist.
Concept art, particle systems and Flash UI designer.

Character animation

23Lunes

Barcelona
Jun 2010 - Jun 2010

Character animation for a Tv series of Tv3 Catalunya.
Using Maya Software and photoshop.

3D developer

Factoria Creativa

Barcelona
Mar 2010 - Jun 2010

Lead for team of four coordinating visual direction of projects Character Animator and Illustrator for commercial ads and medical animations.

Graphic designer, Video editor, photographer

Grupotres publicidad

León, Spain
Mar 2008 - Oct 2009

Developing corporate identity programs, typography, logotype design and brand management.

In León to Nov 2009.
I continue working for my company since January 2009 as freelance from Barcelona.

Graphic designer, web developer, photographer

Secyl ediciones

León, Spain
Sep 2005 - Mar 2008

Branding, identity design and editorial projects such as magazines, books and catalogues, mostly for the real state and culture industries.

Official photographer of the basket team; Baloncesto-León.

Graphic designer

Sistemas Graficos

León, Spain
Feb 2005 - Sep 2005

Graphic designer

Quatro productions S.L

León, Spain
Nov 2004 - Feb 2005

Graphic designer, video editor, photographer

BlueChip Publicity

León, Spain
Mar 2004 - Nov 2004

Postgraduate degree

Mental Ray and texturing

Digital Dreams films
Autodesk training center.
200h.Barcelona.

Character animator

Digital Dreams films
Autodesk training center.
200h. Barcelona

Maya training

Digital Dreams films
Autodesk training center.
350h. Barcelona

Master Technician in graphic design, Web and multimedia

Iddeco.
School of visual arts.
León

Education

Industrial Engineer

León
Sep 1998 - Jun 2003

Universidad de León

Technical engineer Industrial specialty Industrial Facilities

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