



# AMANDA FERRER PÉREZ

CONCEPT ARTIST & ILLUSTRATOR

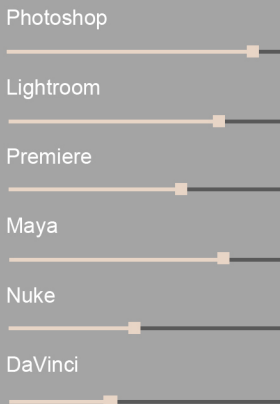
## CONTACT

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- amanda-ferrer

## LANGUAGES



## SOFTWARE



## INTERESTS



## PROFILE

I am a freelance concept artist and illustrator with a general knowledge of all the roles involved in 3D productions. For that reason, one of my greatest strengths is that I have a broader vision of the sector and know the different possibilities or technical limitations that may exist when designing environments, characters or props.

I consider myself a very versatile person with the ability to adapt to various styles, and willing to learn. My professional goal is to become a digital nomad, and being able to combine my two passions: art and travel, because discovering new cultures and landscapes is my main source of inspiration.



## EDUCATION

### IES Torre del Palau: Artistic High School (2013 - 2015)

Where I learnt traditional drawing and painting techniques, photography and design.

### La Salle URL: Degree in Animation & VFX (2015 - 2019)

Where I discovered the digital world, used a tablet for the first time, and had a generalist training in 3D productions.



## EXPERIENCE

### Final Degree Project (September 2018 - June 2019)

"Last in Battle" is a 3D cinematic of a videogame I've been developing with another ten classmates. Some of the tasks in which I was involved were storyboard, character and environment design, animation, set dressing and lighting.

### BRB Internacional Internship (October 2018 - March 2019)

I worked on their "Dogtanian and the Three Muskehounds" film, doing some character studies, layout and trailer editing, and other projects of the studio.