



RESUME

CONCEPT ARTIST // ART DIRECTOR

Focused on providing strong and clear visual solutions.
10 years of experience in both video game and film AAA industries.



WORK EXPERIENCE

ART DIRECTOR 2023-24

→ *Platige Image: Exoborne - Cinematic Trailer and CGI cutscene*
Splinter Cell - Cinematic Trailer

CONCEPT ARTIST 2022-23

→ *MPC: Lion King 2, Atlas, The Little Mermaid*

CONCEPT ARTIST 2019-22

→ *Luma Pictures: Elvis, I Am Groot, Thor: Love and Thunder, Ant-man and the Wasp, Capitan Marvel 2, Doctor Strange 2, Eternals, Hawkeye, Ironheart, Echo*

CONCEPT ARTIST 2018

→ *MPC, AAron Sims Co: Shazam, Maleficent: Mistress of Evil, Goosebump 2, Detective Pikachu, The One and Only Ivan, Dumbo, The Voyage of Dr. Dolittle, Little Maremaid, Beast, Mortal Kombat, Saint Seiya*

CONCEPT ARTIST 2017

→ *CD PRJECT RED, Cyberpunk 2077*

FREELANCE ARTIST 2014-2017

→ *Doctor Who, Destiny: Rise of Iron, Worst Witch, Heroes of he Storm game, Cool Mini or Not, Good Omens, Rampage, Dora the Explorer*

EDUCATION

ACADEMY OF FINE ARTS 2008

→ *Master's Degree* 2014

SKILLS

EXPERT IN DIGITAL AND TRADITIONAL DESIGN

CREATIVE THINKER, BREAKING CONVENTIONAL BOUNDARIES

MASTERY IN FORM, ANATOMY, PERSPECTIVE, AND TEXTURES

UP-TO-DATE WITH TRENDS IN MOVIES AND GAMES

TRANSFORMS IDEAS INTO VISUALS

EXPERIENCED IN MENTORING AND GIVING FEEDBACK

STYLE ADAPTABILITY

2D + 3D

REFERENCE

LEANDRE.LAGRANGE@TECHNICOLOR.COM

Art Director

GIORGIOIOVINO82@GMAIL.COM

Art Director

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Art Director

KLAUS WITTMANN