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Carmen Rosario

Visual Development Artist

Visual development artist crafting immersive worlds through environment and prop design

Experienced illustrator with 10 years in film, gaming, and animation. Excels at designing environments, props, and visual themes that reinforce narrative tone.

Strong team collaborator in agile, iterative pipelines.

CONTACT



(123) 456-7890



email@example.com



LinkedIn | Portfolio



City, ST 98765

KEY SKILLS

- Adobe Photoshop
- Color scripting
- Digital painting
- Environment design
- Lighting studies
- Mood boards
- Perspective drawing
- Prop design
- Story-based visual design
- Visual cohesion

Professional Experience

SENIOR VISUAL DEVELOPMENT ARTIST | SHADOWLIGHT STUDIOS, LOS ANGELES, CA

JULY 2017 - PRESENT

- Created environment and prop concepts for two animated feature films
- Worked alongside writers and art directors to visually build unique story worlds
- Mentored junior team members on technique and consistency

CONCEPT ILLUSTRATOR | FREELANCE, REMOTE

MAY 2018 - PRESENT

- Developed visual themes and production art for indie games and short films
- Delivered ready-to-use assets for teams using Unity and Unreal Engine

Education

- Bachelor of Fine Arts (B.F.A.) in Entertainment Art
ArtCenter College of Design, Pasadena, CA | May 2013