Ariel Villaverde

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SUMMARY

As a TV/Film Animation and Game Development professional, Ariel has led and inspired many creative teams during his 25 years in the entertainment industry. As a proactive team player and able to adapt to a wide variety of projects, Ariel uses his good natureness, adaptability and quick iteration skills to connect with audiences through his work. Always looking for a good challenge and participating in forward thinking projects, Ariel is not afraid to use new tools to explore their potential in assisting the creative process, while keeping integrity, self expression and efficacy still at the core of an artist's daily routine.

EXPERIENCE

Schell Games Pittsburgh ***Art Manager & Senior Concept Artist*** 2022 - 2025

- Mentored and provided career guidance to five in-house Game Concept Artists while spearheading sub-discipline meet-ups for level-up training purposes. Analyzed peer reviewed data to help write semi-annual report assessments of Concept Artists to help address individuals self-progression and determine future goals and milestones.
- Contributed as a Senior 2D Concept Artist on projects such as **Out of Scale: a Kurzgesagt Adventure**, an immersive Meta VR experience. As well as a soon-to-be-announced **Disney** theme park adventure ride.
- Explored the potential of Ai tools for use in artistic pipelines.
- Provided Key Art for pitch deck document presentations.

Atomic Cartoons Ottawa ***Layout Supervisor*** 2021

- Supervised, delegated scenes and mentored a mid-sized team of 2D Layout Background Artists to achieve the required cinematic scenes, while keeping to the show's aesthetic style for the **Apple+** episodic series **Pinecone & Pony.**
- Produced 2D Layout scenes for the **Disney+** Animated Film: **Night At The Museum: Kahmunrah Rises Again**.

Portfolio Entertainment Toronto ***Art Director*** 2018 - 2020

- Worked with the Director, Producer and client to develop the background style for the kids **PBS** series "**Hero Elementary**". When my work was a success, I was invited to Art Direct the series in-house, leading and mentoring a team of creative Background Artists to achieve all episodes cinematic shots.

Deluxe Animation Toronto ***2D Layout Artist*** 2020 - 2021

- Produced 2D cinematic-styled Layout drawings for the 2021 Animated Feature Film by **Warner Bros. Animation: Space Jam - A New Legacy**.

WildBrain Vancouver ***2D Background Artist*** 2016 - 2018

- Produced 2D Background Art for the second season of **Cartoon Network's** animated series: C**loudy With A Chance of Meatballs**. .
- Produced 2D Background Art for the 2018 **Youtube** animated series: **Subway Surfers**.

9 Story Media Group Toronto ***Senior 2D Background Supervisor*** 2008 - 2018

- Liaise with Directors and Producers to review shows, create asset lists and delegate artistic assignments to teams. Reviewed, assisted and mentored artists during tasks to meet and exceed production goals and expectations. Samples of productions and involvement within them: **The Magic School Bus Rides Again**(2D BG Supervisor), **Creative Galaxy**(2D BG Supervisor) **Daniel Tiger's Neighborhood**(Lead Background Artist for series Pilot Episode) **Numb Chucks**(Series Lead Concept Artist) **Max & Ruby** (Series 5 - 2D Background Supervisor)

March Entertainment Ontario **Art Director** 2003 - 2007

- Art Directed the **CBC Television** animated series: **The Very Good Adventures of Yamroll in Happy Kingdom**. Was the lead Concept Artist then led a mid-sized creative team of background artists achieve production cinematic shot targets.

Nelvana Ltd. Toronto **Senior 2D Concept Artist** 1998 - 2003

- Helped produce 2D Concept Art and Designs for television series such as: **Clone High**, **Blaster's Universe**, **George and Martha**, **Maggie and the Ferocious Beas**t, **My Dad the Rock Star, Birdz.**

Education:

Sheridan College (Classical Animation) 1995 - 1998

Skills & Languages:

- Adobe Creative Suite, Maya, Unity, Zbrush, Microsoft Office
- English, Spanish