

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. By being a proactive team player and adapting to a wide variety of styles, Ariel uses his strengths in adaptability, quick iteration and positive nature and combines them with a keen eye for details. 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**.

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.

Skills & Languages: Adobe Creative Suite, Maya, Unity, Zbrush, Microsoft Office, English & Spanish.