

Ariel Villaverde

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SUMMARY

Dynamic Art Manager and Art Director with 25 years experience leading creative teams across TV/Film Animation and Game Development. Proven track record of spearheading artistic visions for major global brands including Disney, Warner Bros., PBS, and Meta VR. Skilled in mentoring artists, optimizing production pipelines, and integrating cutting-edge tools(including Ai and real-time engines) to deliver high-quality visual storytelling on time and on budget. Bilingual in English and Spanish.

EXPERIENCE

Children's Museum of Pittsburgh Pennsylvania *Museum Educator* 2026

- Supervise and motivate museum guests through-out various exhibits and interactive spaces year-round.
- Lead, guide and supervise K-2nd Grade field trip tours (*Spring season) through museum exhibits and spaces.
- Contribute to the Education Department's team building exercises and training.
- Collaborate in discussions regarding innovative ideas for current and future exhibits and/or spaces.
- Perform set-up and closing responsibilities at physical spaces.

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

- Managed and mentored a team of 4 in-house Game Concept Artists, establishing career development frameworks and leading sub-discipline training workshops.
- Evaluated performance data to author semi-annual progression assessments, aligning individual artist milestones with studio production demands.
- Delivered Senior 2D Concept Art for high-profile immersive experiences, including *Out of Scale: A Kurzgesagt Adventure* for Meta VR and an un-announced Tokyo Disney theme park adventure ride.
- Researched and experimented with Ai tools to explore potential future artistic pipelines to accelerate concept generation and optimize workflow efficacy.
- Designed high-impact Key Art and visual assets for executive pitch decks to secure studio project funding.

Atomic Cartoons Ottawa **2D 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*.

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

- Crafted cinematic 2D layout assets and environment designs for the Warner Bros. Animation feature film 2021 Animated Feature Film *Space Jam: A New Legacy*.

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

- Promoted to Art Director after successfully developing the foundational background art style for the PBS Kids series *Hero Elementary*.
- Led and mentored a creative team of Background Artists, overseeing environmental design pipelines to achieve cinematic shot targets across all episodes.

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

- Executed background designs for Season 2 of Cartoon Network's *Cloudy with a Chance of Meatballs*.
- Created background environment art for the Youtube animated series *Subway Surfers*.

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

- Collaborated with Directors and Producers to review scripts, generate asset requirements, and assign production tasks to creative teams.
- Guided and coached junior artists to consistently meet and exceed strict episodic production deadlines.
- Supervised visual pipelines for key priorities including *The Magic School Bus Rides Again*, *Creative Galaxy*, *Max & Ruby*, and *Numb Chucks*(series Lead Concept Artist)
- Designed background art for the pilot episode of the Emmy-award-winning series *Daniel Tiger's Neighborhood*.

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

- Directed the visual aesthetic for the CBC Television animated series *The Very Good Adventures of Yamroll in Happy Kingdom*.
- Spearheaded a mid-sized background art team from concept to final production, meeting all studio shot metrics.

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

- Developed concepts and character designs for diverse television broadcasting networks, including *Clone High*, *Blaster's Universe*, *George & Martha*, and *Maggie and the Ferocious Beast*.

Education:

Sheridan College

Diploma in Classical Animation 1995 - 1998

Skills & Languages:

- Designing and executing memorable guest experiences across digital and physical spaces.
- Software & Tools: Adobe Creative Suite, Maya, Unity, ZBrush, MS Office, Generative Ai Pipelines.
- Core Competencies: Art Direction, Creative Team Management, 2D Concept Art, 2D Layout, Background Styling, Mentorship, Performance Reviews, Pitch Decks.
- Languages: English (Fluent), Spanish (Fluent)