

ALETTA WENAS

CONCEPT ART
VISUAL DEVELOPMENT

+1 408.916.6333

BURBANK. LOS ANGELES

alettawenas.com

alettawenas@gmail.com

SKILLS

Concept Art, Visual Development, Production Art, 3D Concept Modeling, Hard surface, Lighting Keyframes, Color Script

SOFTWARES

Adobe Photoshop, Maya/Arnold render engine, Octane, ZBrush, Sketchup, DAZ Studio, Mixamo, Illustrator, InDesign

EXPERIENCE

July 21 - June 23 Visual Development Artist // Warner Bros Entertainment

BATMAN: CAPED CRUSADER (animated show)

MORTAL KOMBAT SNOWBLIND (animation film)

WINGS OF FIRE (limited CG feature - unreleased)

Designing concepts for architectural sets, hard surface, props, and painting mood pieces for a limited feature production

Providing concept models for 3D teams to use as reference points

Conceptualizing VFX design explorations for animated film production

Designing backgrounds and noir graphic lighting in accordance to a show's artistic direction

Jan 20 - July 21 Visual Development Artist // Dreamworks Animation

JURASSIC CAMP CRETACEOUS

ABOMINABLE AND THE INVISIBLE CITY

Conceptualized architectural and organic sets, hard surface, and prop designs for stylized realistic and stylized CG shows

Provided production art in form of 3D renders, orthographic lineart and turns for a CG show

Provided 3D concept models, lighting renders, and textures to use as proof of concept for the CG show

Jun 18 - Jan 20 Contract Concept Artist // Ascendant Studios. Ubisoft San Francisco. Activision/Toys for Bob

IMMORTALS OF AVEUM

PROJECT FALCON

SPYRO: REIGNITED TRILOGY

Conceptualized designs for AAA sci fi fantasy first person shooter console games and AAA platform adventure game

Designed key art and cutscene storyboards in previz stages to contribute to internal pitches and vertical slice presentations

Created stylized and realistic concept art for environments, architecture, props, weapons, creatures, and characters

Jun 18 - Dec 20 Freelance Concept Artist // N3TWORK. Homunkulus G.P. Code Combat. Pinhead Games

Feb 17 - Jan 18 Environment Concept Artist // Telltale Games

THE WALKING DEAD FINAL FRONTIER

MINECRAFT STORY MODE SEASON 2

Designed color scripts and cinematic lighting concepts for cutscene sequences and overall game art direction

Created environment, vehicle, hard surface designs, prop concepts, mood pieces, and orthographic callouts

Oct 09 - Oct 13 Concept Artist // Kabam. Phoenix Age Studio. Present Creative Studio

Designed stylized realistic environment, vehicle, and weapon concepts for sci fi and fantasy mobile game titles

Created environment, prop, character concepts and in-game illustrations for mobile and PC game client companies

Jul 09 - Oct 09 Concept/Texture Artist // 2K Games/Visual Concepts

MLB2K10

Designed in-game graphics and painted illustrations, provided 3D texture paintings