



ENRIQUE ROMERO

Concept Artist and Designer

I am an Entertainment Designer that is aiming to create artwork for player and gameplay-driven video game projects that will shape the future of gaming. I use the latest technology, programs, and tools to help teams clearly visualize a project. I am looking for a role in Environment and Prop Concept Design.

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🖼 turokisme.artstation.com/

📷 instagram.com/er_paints

WORK EXPERIENCE

Art Lead - Ao Shu: SpellSlinger Capstone Project

06/2021 - 04/2022 — Los Angeles

Ao Shu: SpellSlinger is an isometric action combat game based around the beginning of industrialized China where magic and mechanics combine to form incredible examples of good and evil.

Achievements/Tasks

- As Art Lead I helped bring the Ao Shu: SpellSlinger game project to life through research, world-building, and teamwork.

Contact : Zachary Adams (Art Director and Instructor) -
Contact information available upon request.

Concept Artist (Freelance) Socks and Goats Studios

10/2020 - 08/2021 — Los Angeles

SocksandGoats studios is an independent games company that looks to release its debut game Project Canopy in the near future.

Achievements/Tasks

- Developed stylized concepts for characters, props, and environments that would define the world and look of Project Canopy.

EDUCATION

Entertainment Design ArtCenter College of Design

01/2018 - 04/2022 — 118 Credits Completed - GPA: 3.82

Courses

- Advanced Perspective / World Building
- Entertainment Graphics
- Painting 4
- Design Adaptation
- Analytical Anatomy

Wildwood School Santa Monica CA

09/2014 - 05/2017 — Graduate

Courses

- Statistics 2
- Spanish 4
- Drawing and Painting

SKILLS

Concept Art

Prop and Vehicle Design

Environment Design

Character Design

World Building

3D Prototyping and Printing

PERSONAL PROJECTS

Ludem Dare 48 Game Jam - Down Whale (04/2021)

- Worked with a team of 7 to create an iconic and gameplay-driven experience that players would love to play over and over again. Down Whale follows the theme of "Deeper and Deeper" as you follow a space miner drilling into an ancient space whale. Received a top 5% placement rating.

Hunt: Showdown X Marvelous Designer Player Contest (08/2020 - 12/2020)

- Hosted by Crytek and CLO Virtual Fashion, contestants needed to design and create a character and outfit that would fit within the Hunt: Showdown universe.

People to People: Japan Cultural Exchange (05/2015 - 06/2015)

LANGUAGES

English



Spanish



INTERESTS

Visual Development

Video Games

Drone Racing and Freestyle

Product Design

3D Printing

Personal Audio Gear