

DIEGO ROMÁN

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ABOUT ME

Hello! I'm Diego Román, concept artist and illustrator from Spain, nowadays working as a freelance.

I'm a person who like team work, try to seek the goal in different art styles and adapts easily to changes and deadlines, and ever search the best final result.

I have worked in the video game industry for 10 years, 3 of them as an Art Director. I really did many tasks of an artist like: UI, 2D/3D assets, maps, buildings, character design and marketing art.

The last few years, I have been learning and applying 3d production, like modeling, texturing, PBRs and animation, using mainly Zbrush, Blender and Maya, and Substance Painter. Moreover, I'm in continuous learning in new creative process like VR design with Adobe Medium.

PROFICIENCY

Creative	<div style="width: 100%; height: 10px; background-color: #28a745;"></div>
Team work	<div style="width: 90%; height: 10px; background-color: #28a745;"></div>
Meticulous	<div style="width: 80%; height: 10px; background-color: #28a745;"></div>
Support	<div style="width: 70%; height: 10px; background-color: #28a745;"></div>

SKILLS

Adobe Photoshop	●●●●●●●●●●
Autodesk Maya	●●●●●●●●●●
Blender	●●●●●●●●●●
3D Studio Max	●●●●●●●●●●
Substance Painter	●●●●●●●●●●
Zbrush	●●●●●●●●●●
Adobe Illustrator	●●●●●●●●●●
Adobe After Effects	●●●●●●●●●●
Adobe Premiere	●●●●●●●●●●
Spine	●●●●●●●●●●
Clip Studio Paint	●●●●●●●●●●

WORK EXPERIENCE

- 2021-2022. • **Concept Artist and Illustrator**
Freelance. Bilbao, Spain
- 2016-2020. • **Art Director and Concept Artist**
Hunters of Magic. Bilbao, Spain
- 2015-2016 • **Digital Arts Teacher**
Factory Arte Bilbao. Bilbao, Spain
- 2015 • **Freelance Concept Artist**
Ediciones Saco de Huesos. Barcelona, Spain
- 2015 • **Freelance Concept Artist**
StudioUp99 Games. Paris, France
- 2014-2015 • **Freelance Concept Artist**
Aggressive Impact LLC. Kansas City, EEUU
- 2012-2015 • **Art Director and Concept Artist**
Ironbelt Studios. Bilbao, Spain
- 2013 • **Concept Artist and animator**
Ala Este. Bilbao, Spain

EDUCATION

- 2019 • **Basics of 3D production**
Animum Creativity Advanced School Online, Spain
- 2012 • **BA FINE ARTS**
University of BASque Country Bilbao, Spain
- 2003 • **Illustration**
EASD School of Art and Design Ourense, Spain
- 2001 • **Graphic Design**
Colegio Hogar Vigo, Spain

COURSES

- 2017 • **ZBRUSH** · 10h.
Centro Pixels Bilbao, Spain
- 2014 • **3Ds MAX** · 140h.
FotePro Bilbao, Spain



<https://diego-roman.com/>