

# Luisa Rafidi

## Character artist & Animator

Rio de Janeiro, Brazil  
info@lulles.co  
www.lulles.co

### TECHNICAL SKILLS

Photoshop  
Clip Studio Paint  
Zbrush  
Maya  
Premiere

### CONCEPTUAL SKILLS

Digital painting  
Character design  
Concept art  
Storyboarding  
2D & 3D Animation  
3D Sculpting

### PERSONAL SKILLS

Fast learner  
Competitive

### LANGUAGES

English: fluent  
Portuguese: fluent

### SUMMARY

I'm a digital artist who specializes in character illustrations. I have a deep love of video games and strive to make an impact in the industry.

### WORK EXPERIENCE

#### WayForward | 2017

Character illustrations for the game *Voltron x Puzzle & Dragons* by GungHo

#### DigiPen Institute of Technology | 2015

Teaching assistant

#### Nogard Games | 2015 - 2016

Character concept art, 3D models and textures

#### Various personal commissions | 2009 - Present

Character illustration for various clients

### EDUCATION

#### Bachelor in Fine Arts (2016)

DigiPen Institute of Technology, Redmond, United States