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# FERNANDO ANGELO

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Russia • Skype: morphinec • [2dchaos@gmail.com](mailto:2dchaos@gmail.com)

[2dchaos.com](http://2dchaos.com)



## Pixel Artist / Animator

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### Work experience

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- 2013 - 2017      Game Artist/Pixel Artist/Animator  
*2dchaos (Company Owner)*  
Working with a range of small sized clients, managed all the steps with clients from acquiring leads, briefing, quoting, invoicing, developing the art and meeting deadlines until the final delivery.
- 2012 - 2013      Internship at Serious Game Development  
*Dassault Systemes Brasil*  
Worked with an international and multi-disciplinary team to provide serious game content to a governmental agency in Brazil based on flood prevention.

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### Noteworthy Projects

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- 2017      The Adventurer's Handbook  
*Personal*  
My first personal project, currently I'm working on developing the visual themes and game design, learning Game Maker Studio by myself and applying myself to complete and release a fun and kid's friendly RPG experience.
- 2017      Vacio  
*Ike Elsworth*  
Worked on main character, all the animations and backgrounds, making the art style based on the "depression" concept, collaborating directly with the game designer to achieve clarity in the mechanics while keeping the visual style fresh.
- 2014 - 2015      Five Card Quest  
*Rocket Cat Games*  
Created the whole visual identity of the game, making all the playable characters in both masculine and feminine variants with special attention to Inclusivity.  
Designed also the monsters, merchants, backgrounds and UI, with special attention to flat, minimalist and colorful design.  
Game was released in the end of 2015 for iOS with very good reviews.

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### Education

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- 2011 - 2013      Animation and Visual Arts  
*SENAC - National Service for Commercial Learning*  
Complete graduate program focused on traditional and digital animation for production.

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## Skills

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Pixel Art

From rough to finalized product, trying to come up with a distinct style for each individual game, taking special care to chose limited color palettes and considering the whole game as to facilitate animation and updates to the art later. Software: Aseprite/Photoshop.

Animation

Experienced in both traditional and digital animation, focused on characters, mainly in pixel art but with knowledge of 2d and 3d workflows. Software: Aseprite/Photoshop/Maya

Digital Drawing

Strong knowledge of anatomy, color theory, values and composition and how to use this to attain great results. Software: Photoshop/Illustrator

3d Modeling

Currently exploring and learning 3d modeling, focused on low-poly aesthetic and limitations, focusing on character modeling. Software: 3dsMax/Maya/Zbrush

Programming and Game Engines

Knowledge about Programming Logic and the basic workflow for Unity, Unreal Engine and Game Maker Studio.

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## Languages

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English

Fluent

Portuguese

Native

Spanish

Basic understanding and speaking

Russian

Basic understanding and reading