



# Axel Ezequiel Morales Alonso

## Concept Artist & Illustrator



### contact

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info

A X E L E X E Q U I E L



### Interests

I excel at adapting to any art style to create characters, creatures and worlds that organically fit the game's narrative

- Character design & Blue Sky with fantastic Costume Design
- Creatures & Pet design in any type of BG and Story Telling
- Props design for Great Narrative
- Background Concept Art from any perspective
- Key Art Concepts & Ideas
- Teaching methods for problem solving creative ideas with narrative to all kind of artist levels
- World Building ART BIBLES and new IPs concepts

### Tools

MASTER WORK DIGITAL ART & Drawing on softwares

MASTER CLASICAL DRAWING & Illustration Techniques



### Languages

Spanish-Native

English-Fluent

Art-Master

### Profile: → →

18 years of Comprehensive Experience in Concept ART & Character Design :

Visual Development and Conceptual Art Design for the International Entertainment Industry for: Animation in Film, TV, Video Game, Editorial Illustrated Design for Interactive Games, Marketing Illustration in Fashion and Commerce, Artist Story Board (sequential art of scenes) for Animation and Audiovisual Marketing studios for different types of Renowned Studios and Production Companies.



### Concept ART Experiences: → →

Concept Artist & Character Design 2021 - 2023

Netflix

Character Development, and Concept Art for I.P called "Piek Academy" in charge of main Character narrative along with World building based on several description pitched to work on two types of pipelines together: 1 - Mobile Game- Fantasy Action-RPG in unity engine, where I had to create all by myself: character designs concepts, environments, props, and creatures design for pets' system and boss leveling type creatures.

Also created massive action and FX concepts along other peers for multiple types of animation and game mechanics.

2- TV series and short cinematics for a 3D animation project. Character Visual development, Environment Visual Development, Pet and Props Visual Development and Layout Illustration.

Concept Artist & Illustration for I.P development 2013 - 2020

The Walt Disney Company

Work as a specialist Concept Artist & Illustrator in prototypes of high entertainment brands, never before seen on the market , for companies such as: Disney Corp, Pixar, Lucas Films & Marvel my task was to create "Concept Art" inspired by description and personal investigation for making an inspirational "Art Bible " full of world building works of art that would inspire the creation of Content for producers in the intellectual property packages that they would have planned to bring to the market in a future investment period.

Concept Artist 2007 - 2012

Activision Blizzard

Illustration & Concept Art in development for Training program collaboration between Activision & Blizzard design departments to the project called Prologue of Diablo, where I had to create several Costume and character Designs for the Wizzards, Barbarians and Witch Doctor Class concepts, Also Creature design for The Succubus Queen dungeon level, and early Lilith concept. Titan World building Concept Art, commissioned to create as an external consultant for concept art form a Producer internal team: 12 Character Design developments, and Space Ship concept that will have to match the character story world, the description of the world keeps evolving, and so on their mechanics and role in the game, which gave me great opportunity to learn several types of Character Design needed for video game hierarchies.

Illustrator & Concept Art 2006 - 2011

Fantastic novels Academy of Art and Workshops Era Magh

Character Design for more than 40 Characters, Creature design types for 13 types of dungeons or level design, along with their environments and camping routes, this was a Personal Project and also commissioned from external investors point of view, to work on a series of Stories based on Fantasy world, with research-based RPG games, manga and graphic novels.

Illustrator Artist 2007 - 2008

DC Comics

Commissioned by DC comics studios to create two brand new designs costumes and concept for the Batman Villains Duo for a Comic Presentation with the theme called " Gotham Vixens", "Poison Ivy Queen of Traps" & "Harley Quin Mistress of Chaos"



### Education → →

ART INSTITUTE OF VANCOUVER 2005 - 2007

Digital Art & Animation

Studied all types of animation pipelines, also FX and decided to be the first student to had the major on Concept Art in The Vancouver Art Institute, was very happy to collaborate along all my student friends doing character design for their Modeling reels, and 2D or 3D Animation projects.

FIDM/FASHION INSTITUTE OF DESIGN & MERCHANDISING 2003 - 2004

Costume Design for Theater and Movies

I had won a scholarship from working at the Fox Studio at Rosarito Baja, in costume design illustration contest, where I had the opportunity to learn the types of costume design concepts and techniques that required a strong narrative and craftsmanship process to make a world more believable in a story.