

JUAN L. DURÁN
CONCEPT ARTIST & ILLUSTRATOR

Personal information

First name / Surname: Juan Luis Duran-Benjumbeda
Birth date: 19. August 1980
Place of birth: Cádiz, Spain
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Objectives

**Concept development for game studios, film or animation
for either full-time or freelance positions. Illustration.**

Experience

2008- present	Freelancer 2D Artist
08/2011- present	Concept/ 2D Artist Steroid Interactive, Mainz. (Videogames)
10/2009- 5/2010	Concept/ 2D Artist EA Phenomic, Ingelheim. (Videogames)
11/ 2007- 04/2008	Drawing Assistant Teacher Escuela de Arte 3, Madrid. (Public School of Arts and Crafts)
04/ 2007- 10/2007	Art Intern Saatchi & Saatchi, Frankfurt. (Advertising)

Education

10/2007 -04/2008	Master in Art Pedagogy University of Madrid <i>Six months course including internship.</i>
2000- 2006	Master of Fine Arts University of Madrid <i>Major in Design, 5 year course formation. Complete formation skills in Artistic Drawing & Painting, Sculpture, Art History, Photography, & Visual Communication.</i>

Other Qualifications

04/ 2011- 08/ 2011	German Language Certificate B1
02/2011- 04/2011	Digital Painting Workshop CG Master Workshops <i>2 month course formation.</i>

10/2010 -12/2010

Concept Design Course

Concept Design Academy, Los Angeles

3 month course formation. Complete formation skills in Figure drawing, Environment design, Character design, Storyboarding & Digital Painting.

Activities: Nathan Fowkes, Shane Prigmore & Khang Lee Workshops. Figure Drawing Workshop at Art Center of Pasadena.

01/2008 -04/2008

Comic drawing and inking

Escuela C-10, Madrid

3 month course formation.

1996- 2002

Figure drawing and clay modelling

Various artist's workshops, Cádiz

Preparation and reinforcement for the university.

IT skills

Adobe Photoshop & Illustrator, Macromedia Freehand.

Languages

Spanish	Mother Language
English	Fluent both spoken and written
German	Good understanding, reading and speaking

Core Skills

Focus on character, creature and environment design

Traditional art background. Good knowledge of perspective, anatomy and colour.

Excellent understanding of visual storytelling and the language of film

Creative, persevering, detail- oriented and self-motivated

Team player. Excellent communication and presentation skills

Capable to quickly adapt towards any art style required for the project

Able to learn new tools and processes efficiently

Hobbies

Videogames, Martial Arts (Aikido instructor), books, movies, travelling.

Reccomendations:

Jan Wawrzik, Lead Artist, managed Juan Luis at Electronic Arts

“Juan worked as a 2D artist on Lord of Ultima for the past 5 months. Under my supervision he produced concept art and nearly all of the game's icon and character paintings. With his strong painting skills, good knowledge of color theory, a good eye for design and composition he created artwork of consistently high quality while keeping true to the Lord of Ultima Art style. He tackled his tasks with great professionalism and dedication, constantly improving his skill level. Juan's creativity and competence shows off in his lively character portraits and creature icons and innumerable item icons with convincingly rendered materials. Being dependable and a good team player he made my life as lead easy. I can highly recommend Juan.”

March 24, 2010

Karsten Mehnert, Senior 3D Artist / Art Direction, managed Juan Luis at Electronic Arts

“Juan was recommended to me by Jan Wawrzik, who was his Lead Artist, assigned to the LoU project. As Senior 3D Artist, responsible for the Art Direction of our upcoming Project, I considered Juan, because during his time here at Phenomic he did a fantastic job producing in-game- as well as promotional artwork. My task was to evaluate Juan's abilities and qualities to hire him for future projects by looking at his work and letting him do a concept art test. What I especially like about Juan is his overall attitude and work ethic. He was constantly very mindful observing the assigned tasks and turned these in incredible paintings. Additionally he is an excellent communicator and great artist, who constantly developed his skills. He is a very easy person to work with and an artist with exceptional drawing and painting skills.”

June 23, 2010

Michael Baur, Game Designer, worked directly with Juan Luis at Electronic Arts

“Juan is a very friendly and smart person. His teamwork is very good! I was not his art manager but the whole team was very pleased with his excellent work. His English is very good so the communication in our team was no problem. I enjoyed the work with him and I know he will make his way. I wish him only the best and it would be great if we can work in the same team again.” April 25, 2010