

RICARDO GALVAN VELASCO

2D ARTIST / 2D ANIMATOR

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Ricardo Galván

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Guadalajara, Jal, Mexico



linktree

PROFESSIONAL SUMMARY

Concept artist with experience in video game and animation pipelines. With leadership spirit, creativity and specialized in Background Art. Currently working as a concept artist for video games at Amber Studio.

EDUCATION

-Tecnológico de Monterrey, Campus Monterrey, Mexico | Graduation: June 2024

Digital Art | Concentration in Animation

Relevant courses: Animation Project Production | Concept Art | Animation History | Animation Basics

-International Program: Coco School, Alicante, Spain | August - November 2023

2D and 3D Animation

Relevant courses: 2D animation techniques | Body Mechanics | Character Design | Advanced Acting

SKILLS

Soft / Technical

- Critical Analysis
- Attention to details
- Planner
- Teamwork
- Open to criticism
- Fast learner
- Layout Design
- Background design
- Creative
- Digital Illustration
- 3D Animation
- 2D Animation

Softwares

- Toon Boom Harmony
- Clip Studio Paint
- Procreate
- Photoshop
- After Effects
- Autodesk Maya
- Blender
- Microsoft Office Suite

Languages

- English (fluent)
- Spanish (native)

EXPERIENCE

Amber México

Jan - Ongoing

CONCEPT ARTIST

Responsible for developing concept ideas for a Roblox experience in collaboration with various Mexican brands. Primarily designed assets and props, while also creating character skins and environments. Used Clip Studio Paint to produce highly detailed concepts with a 3D-like rendering style, ensuring seamless integration with the 3D department.

Hornstomp Games

Sep (2024) - Jan (2025)

BACKGROUND ARTIST

Was responsible for editing and creating 16 backgrounds for Hornstomp Games, an animation studio for a YouTube channel. There, I refined my composition and perspective skills to adapt to a fast-paced workflow, enhancing efficiency and optimizing my work to meet tight deadlines without compromising quality.

ACADEMIC PROJECTS

“Do U see me?” Animated Shortfilm

Feb - Jun (2024)

For my graduation project I joined a team to create an animated short film in which I made concept art for characters and isometrics for the backgrounds. In addition I did 7 backgrounds from layout to color, and animated 6 scenes from rough to lights and shadows. For this project I used Procreate for the concepts, Clip Studio Paint for the backgrounds and Harmony for animation.

“80th Anniversary” Animated Shortfilm

Jun - Jul (2023)

TECNOLÓGICO DE MONTERREY

Was invited to join the production team for the Tec de Monterrey 80th anniversary animated short film. After accepting it, I became part of the background department. There I was responsible for designing and drawing backgrounds. The programs I used were Photoshop and Clip Studio Paint which perspective rulers were so helpful.

TRAINING COURSES

MASTERING LIGHTING AND SHADING / Aveline Stokart

Learned how to paint different moods of a same scene with blending modes.

GESTURE DRAWING / Warren Louw

Learned to make credible poses by analyzing and understanding the flow while drawing.

INTRODUCTION TO LANDSCAPES / Philip Sue

Learned to make quick thumbnails of different landscapes scenes, so later I could choose one and add color, atmosphere, population and rendering to it.

DRAWING CARICATURES / Loopydave

Learned to analyze different faces and their features, therefore I learnt to exaggerate those features.

ACHIEVEMENTS

My character skin concept for Brawl Stars was selected as a finalist in a Supercell Make campaign.

Joined the background team for the “Tec de Monterrey 80th anniversary” animated shortfilm. They sent me an invitation email to join the team.

FREELANCE

Made 2 illustration t-shirts designs for “Mapache MTB” cycling company on Instagram. I used Clip Studio Paint program.