

Video game designer and illustrator.

Passionate about visual communication and addicted to express incredible stories through video

I have solid knowledge in all kinds of graphic editing, video and video game programs, having been able to develop them in companies in the sector and also during my free time, I like to work on my own projects where I can express and experiment with my own ideas.

As a 2D illustrator, I have specialized in creating all the graphic art necessary to create a full game; from the creation of the characters, level design, UI / GUI, concept art, to the complete design of the game mechanics. I like to illustrate in all kinds of styles from Pixel Art to traditional illustration.



Antoni Clariana Besalú 11-07-1979 **Q**Barcelona

PROFILE

Illustrator

Concept Art

Game Design

Creativity

3D

UI/GUI

Character Design

EXPERIENCE

ACTUALLY 2018

2011-2017

2012-2013

2006-2009

Game creation "Pixel de Troya", "Iction Games, John Mambo"...

Teacher Game Design Escuela ArtCode (El Salvador)

Game Design 2D/Illustration The Ict Professionals (Holanda)

Game Design 2D/Illustration The Little Chicken Game Comp. (Holanda)

Graphic Design Sálvia Forma S.L. (Mataró)

EDUCATION

2009-2014 **Architecture on Game Design** NHTV IGAD (Holland)

Master's Degree on Graphic Design Escola Massana (Barcelona)

1998-2001 **Graphic Design** Escola Elisava (Barcelona)



LANGUAGES

Spanish

Catalán

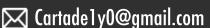
English

French

•••0000

Dutch ••00000







https://antoniclariana.wixsite.com/site

SOFTWARE



















VIDEO













