



**Video game designer and illustrator.**

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

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  
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)

2004

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

1998-2001

**Graphic Design**  
Escola Elisava (Barcelona)



## SOFTWARE

2D



GAME



3D



VIDEO



## LANGUAGES

Spanish

Catalán

English

French

Dutch

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