

NINA MODAFFARI

Concept Artist / Illustrator

PORTFOLIO

ninamodaffari.com

CONTACT

714-501-1802

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SOFTWARE

Photoshop

3DS Max

Zbrush

Clip Studio

CORE SKILLS

Concept Art

Weapon Design

Prop Design

Character Design

Texture Painting

3D Character Art

Modelsheets

Critique/Feedback

Paintovers

AWARDS

Girls Make Games

GDC 2017 Scholarship

SOCIAL MEDIA

LinkedIn: @NinaModaffari

Twitter: @ninamodaffari

Artstation: @ninamodaffari

SUMMARY

Innovative, creative and detail oriented concept artist with over three years of industry-related experience. Expertise in both concept ideation and illustration, as well as having experience in 3D. Exceptional work ethic and drive to create high-quality art for the next generation of games.

EXPERIENCE

BonusXP

Concept Artist | December 2017 - July 2018

Worked on several projects, most notably Hero Academy 2 (4.3 rating on Apple Store), doing various character, environment and weapon concepts. Also did character, prop and weapon design for several unreleased titles.

Bandai Namco

Contract Artist | March 2017 - July 2017

Contributed to the creation of various characters and environments, from sketches to full illustrations and model sheets.

Disney Interactive

Concept Art Intern | June 2015 - January 2016

Contributed to many games such as *Frozen Free Fall* and *Cinderella Free Fall*, creating artwork and assets, as well as paintovers and polishing work for release. Worked with well known companies such as Marvel and Lucasfilm. Accomplishments include having work featured in *Disney Dream Treats* and *Disney Crossy Road*.

Freelance Work

Concept Artist | January 2016 - Present

Created work for various companies such as Netmarble, Hi-Rez Studios, Obsidian Entertainment, Bandai Namco, and most recently, BLT Communications. Worked with franchises creating character and environment art, most notably card art for *Paladins: Champions of the Realm* and portraits for the award winning game *Pillars of Eternity*.

EDUCATION

Bachelor of Arts: Game Art

Laguna College of Art and Design

August 2011 - May 2015