# ISIS SOUSA

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# **SUMMARY**

I am a Freelance Art Director, Vis Dev / Concept Artist, and Painter.
I am also a Vampire and Black is my Happy Colour!

The past few years I have transitioned for games/films and software & technology industries, having previously done art for music, books, traditional games and education.

Roles varied from Art Director, Concept / Vis Dev Artist, Lecturer, Illustrator, Marketing Artist/Graphic Designer, etc. My work has been published by Indie Clients as well as large Global Corporations.

# **PRESENT**

I am a Freelance Art Director / Visual Development Artist in Independent Films and other industries.

# SECRET ROLE 2020- present

In 2020 I was invited for a Secret Art Role (Undisclosed) within the CG Software & Technology Industry. Something I do remotely on scheduled blocks of time along the week and does not interfere with my freelance work.

## RECENT EXPERIENCE

FREELANCE Art Director, Visual Development / Concept Artist, Illustrator . 01/2019 – present

- Assist Film/Game Directors to establish the world & characters, bringing forth the vision for their product, all
  the way from Pre-Concept Art, by creating Visual Bibles & Guides for the art department to Supervising the
  art style and quality of the overall project art until the product is published.
- Doing concepts and overall visual development ranging from style, colour palettes, painting scenes, environment layouts, character sheets/design, etc.
- Art Directing teams/Projects
- Create detailed model sheets for artists to work from, Develop visual guides and targets that can then be
  executed on by a Development/Concept team.
- Make any necessary changes to ensure that the work is keeping with the artistic vision
- Fine illustration and Painting, knowledge of art (digital and traditional) in many styles and techniques, across multiple industries

I have worked with two independent projects during 2019-2020, both under NDA and unfortunately, cancelled due to COVID-19 Pandemic.

The first was an independent console game from Canada. (Realistic style / Medieval Setting.) The second a VR film series from Australia. (Stylised - VR Animation + CGI/Live Action)

# **SKILLS**

- Art Direction & Leadership, Managing Teams and or/Art processes
- Visual Guides/Bibles for establishing style, Overall Visual Development, Colour Palettes
- Concept Art, Characters (highest proficiency), Setting Layouts & Dressing
- Digital Painting, Realism, Different Art Techniques & Styles
- Fine illustration
- · Teaching, Mentoring, Speaking

#### FREELANCE Lecturer . 01/2018 - present

I have lectured on diverse institutions such as Corel Corporation (USA), IPCA University (Portugal), Nord University (Norway), IAMAG (France), CTN Creative Talent Network in USA, among others.

The lectures varied from digital painting techniques, Concept Art and Art Theories to Personal Development and Business.

## PAST EXPERIENCE

NORWEGIAN GOVERNMENT KULTURSKOLEN Snillfjord - Art Teacher . 08/2016 - 11/2018

Have been an art teacher at the local schools of Snillfjord, Hemne and Orkanger, in Norway. Was a part-time job that I did besides running my own company and doing art services for companies worldwide. The main reason for doing this was to contribute serving the community.

HELHEIMEN DESIGN ENK Snillfjord – Art Director, Illustrator / Cover Artist / Package Designer . 01/2013 – 11/2018

I did Fantasy book covers, non-fiction cover layout and graphics and some CD package Artworks as well art for traditional games for various clients in several countries such as USA, Norway, Sweden, Germany, UK, Australia and more.

FREELANCE Sao Paulo (Brazil), then Hemne and Snillfjord (Norway) – Art Director, Marketing Artist, Graphic Designer . 01/2002 – 06/2013

I designed magazine advertisements, web advertisements, posters, flyers and other promotional materials showcasing rock and heavy metal bands and their new releases. I have also prepared CD/DVD/BD artworks for printing as well as designed the artworks and layout for such product packages. Clients were both from Brazil, Scandinavia and Europe.

## **HOBBIFS**

I do wood carving, technical drawings, painting and aging of real life size historical ornaments and props. I love writing Gothic novels and stories, which I do on my scarce free time.

## **EDUCATION**

I am a self-taught artist. However, I have attended also courses and workshops, both online and in person the past years, with great names of the entertainment industry, such as Allan McKay, Craig Mullins, Marc Simonetti, Armand Serrano, John Howe, Peter De Séve, Brian Flora, Emmanuel Shiu, George Hull, Jama Jurabaev, Kris Costa, and many other amazing people. I had also portfolio reviews/critique with Marc Simonetti, Craig Mullins, Eddie Bennum, among others and this feedback has and is still helping me to improve my work.



The Angels are Falling. Personal work from 2012. Digital airbrushes / Corel Painter.

## Isis Sousa - CAREER PATH

2002 2021

#### Graphic Design / Photo-Manipulation

2002 Start freelancing in the Music Industry

Advertisement, Marketing Art, CD / DVD Package Design, Cover Art 2004 - 2021

ART DIRECTION

As Marketing Artist & Package Designer

2009 I learn digital painting, transition was ultra fast

As I was already proficient in drawing and traditional art as well as graphic design 2010 Start freelancing in various new industries: Books, Tabletop Games, Medical, Etc.

(Specialist in Characters) Character Art, Cover Art, Fine Illustration

+ continue in previous industries with previous skills

2016 Start teaching & speaking regularly, and on workshops and events

Traditional and Digital Art, Character Design

> + continue in previous industries with previous skills



Digital Painting, Concept Art, Visual Development

2019 Start FULL Vis Dev For Indie Games and Films

Character Design Environment Design (Locations), Colour Palettes, Overall Look



2020 Projects cancelled Because of COVID-19

START IN SOFTWARE INDUSTRY (secret role!)