






## CONTACT

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## SOFTWARE SKILLS

Adobe Photoshop  
Adobe Illustrator  
Adobe Indesign  
Adobe Premiere  
Blender  
Unity  
Unreal5  
Git

## REFERENCES

Mary Shu  
Art Director at Osmo  
T : + (415) 518-4771  
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Angus Pollmann  
Senior Gameplay Engineer at Osmo  
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Daniel Walker  
Art Director at Wokzord  
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# Camila Cumplido

## 2D Artist

I'm Camila! I'm an 2D artist based in Santiago, Chile.  
I have experience working in animation and game development.  
I'm highly inspired by nature, bright colors and charming characters.  
I love working in teams to bring new, fun and creative ideas to life!



## WORK EXPERIENCE

### 2D Artist

Netflix / Spryfox | 2022 - Present | <https://spryfox.com/>

Currently working on Cozy Grove 2. Concept art, character design, environments, props and game assets for production until implementation in Unity.

### 2D Artist

Osmo | 2019 - 2022 | Educational Games | <https://www.playosmo.com/>

Art creation for digital games that work with AR and tangible game pieces. I was in charge of doing concept art, character design, environments, props and game assets for production. Packaging and tile pieces design for shipped products.

### Art Director

Utopic Studio | 2019 | Educational Games | <https://utopicstudio.com/>

Art direction for Educational Virtual Reality games targeted to kids. I was in charge of doing concept art from early production, art planning, moodboard creation and directing the 3D art team.

### Freelance 2D Artist

2018 - Present

Concept art, Visual Development and Illustration for videogames, animation and advertising projects.

Clients include: Spinmaster, Wokzord, Applava, Feels.tv, Numinous Games, Mego Games, Zumbástico, FFrick Studio, Krft Studio, Believe.tv , among others.



## EDUCATION

### Design

Pontificia Universidad Católica de Chile

Bachelor's degree in Design with highest distinction



## LANGUAGES

Spanish - Native

English - Full professional proficiency

Japanese - Elementary proficiency