

Ainara R. Donis

Concept Artist & Illustrator

About

I am an spanish artist who want to make a living for my passion. Since I remember, I loved playing videogames and living fantasy stories in other worlds. That made me create my own characters and stories. Eventually I realized that I could do a living melting the love for my hobbies with that creativity.

I am always prepared to face new challenges and hungry for anything that inspires me and improves my abilities. I would love to work with a team that shares my same passion and together be allowed to grow up personally and artistically.

Experience

Illustrator at Edooka SA

2019 • Bilbao, Spain

Character and environment illustrations for the table game "Minarett. La caída de Darkófenos"

Prop designer at ASH world studios

2019 • Bilbao, Spain

Character concept and prop design

Studies

Ceinpro

3D animation, videogames and interactive environments

2015 - 2017 • Donostia / San Sebastián, Spain

Centro Pixels

Concept art and illustration

2018 - 2019 • Bilbao, Spain

Other

Languages

Spanish - Mother
English - Mid/High
Euskera - Basic

Contact

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Software

Clip Studio Paint
Photoshop
3ds Max & Maya
+ adaptation