





# LUNA CALAROTA

CONCEPT ARTIST  
WORKING IN GAMES.

## ➤ ABOUT ME

My intent is to be a lifelong learner in what I do, seeking to collaborate and contribute to the development of amazing projects.

 [Portfolio](#)

 lunacalarota@gmail.com

## ➤ ABILITIES

Adobe Photoshop	<div style="width: 100%; height: 10px; background-color: #8bc34a;"></div>
Unity	<div style="width: 100%; height: 10px; background-color: #8bc34a;"></div>
Blender 3D	<div style="width: 75%; height: 10px; background-color: #8bc34a;"></div>
Toon Boom Harmony	<div style="width: 90%; height: 10px; background-color: #8bc34a;"></div>
English	<div style="width: 100%; height: 10px; background-color: #8bc34a;"></div>

## ➤ EXPERIENCE

### JAN. 2022 - PRESENT | ONE UP PLUS

Art Lead, Full Time.

- Deliverance and Reign, available on Steam
- Luffi and the Celestial Year, and When the Tide Comes (in development)

### DEC. 2021 - JAN 2022 | BANTAM GAMES

Art Lead, Full Time.

- Development of the look and art direction for the game The Last Letter.
- Creating assets, animation, and concepts for the game.

### OCT. 2021 - JUL 2022 | GAME DR. LTD

Concept Artist and UI Designer, Freelance

- Creating assets for the final games, following the art direction desired by each client
- Developing UI mockups and wireframes for the development team.

### JUN - OCT 2021 | FLYMIND STUDIOS

Game Artist, Freelance

- Concept Art and illustration for the studio.

## ➤ EDUCATION

### 2021 | FINE ART STUDIES

Universidad Nacional de La Plata