

Andrea Cappa

Concept Artist - 2D Artist

Portfolio www.andreacappa.art

(Guest Password: 060191cappaart)

Phone +34-657-50-11-53

Email andreacappa1991@gmail.com

PROFILE SUMMARY

I'm a Concept Artist & 2D Artist specializing in creating designs and visuals tailored to the unique needs of each project. Over the past 4+ years, I have worked on projects in videogames, animation, toys, and editorial, developing my ability to adapt to various styles and visions. I value collaborating closely with others to transform ideas into appealing and smart designs.

EXPERIENCE

Concept Artist

Pazu Games - Avatar World
Barcelona, Spain / 2025 - Present

- Design playable assets, character skins, UI icons, moodboards, and color palettes.
- Conceptualize isometric buildings and environments; create templates to support team workflow.
- Produce post-production artwork for marketing banners, widgets, slots, and cover photos.

2D Artist

Cubic Frog - Edu Travel
Barcelona, Spain - 2024

- Designed characters, logos, props, and backgrounds for mobile games.
- Integrated and optimized assets in Unity for mobile performance.

Concept Artist

Brown Bag Films
Dublin, Ireland - 2024

- Created 2D designs for different types of assets (characters, props, sets) for unannounced Disney show.
- Created texture and colour callouts for different types of assets. Rendering assets.
- Collaborated with the production and CG teams in order to meet demands of the pipeline.

Concept Artist

Magic Box Toys
Barcelona, Spain / 2020 - 2023

"Piratix" Project

- Created marketing illustrations and character concept art with turnarounds for toys.
- Worked as Background Artist on the TV show; prepared assets for animation.

"SuperThings" Project (2020-2023)

- Designed characters, props, backgrounds, and graphic elements for the toy line and animation.
- Produced 2D turnarounds for 3D models and polished marketing artwork.

SKILLS & EXPERTISE



Game Art



Design



Rendering



Concept Art

Illustrator

Editorial Planeta
Barcelona, Spain - 2022

- Published a children's book called "Las Aventuras de Nadia y Aidan"
- Conceptualized all aspects of the main characters and environments.
- Maintained a constant art style throughout the illustrations.

EDUCATION

- **CG Drawing**
Smirnov School
Year of Completion - 2025
- **Color and Light Course**
CGMA- 2024
- **Master Concept Art**
Trazos, Madrid
Year of Completion - 2020
- **Master Digital Illustrations**
Trazos, Madrid
Year of Completion - 2019

SOFTWARE SKILL

- | | |
|-------------------|---------------------|
| • Adobe Photoshop | • Adobe Illustrator |
| • Blender | • Procreate |
| • Unity | • Autodesk Maya |

LANGUAGES

- English, Spanish, French - Native