MK Castaneda

Concept Artist and 2D Artist

Portfolio: https://www.mkchainsaw.com/

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PROFESSIONAL SUMMARY

Concept Artist with over 9 years of experience in designing and developing game assets, characters, environments, and illustrations for various platforms, including mobile games, board games, and animated series. Proficient in full-cycle asset creation—from ideation to final product—with expertise in 2D art, character design, background art, and UI art. Adept in asset creation pipelines, mobile game development processes, and both 2D and 3D asset creation. Demonstrated ability to collaborate effectively within teams, meet tight deadlines, and deliver high-quality assets. Highly skilled in industry-standard tools such as Adobe Photoshop, Blender, Procreate, and Clip Studio Paint.

EDUCATION

Bachelor of Fine Arts (BFA) in Illustration

Savannah College of Art and Design

PROFESSIONAL EXPERIENCE

Concept Artist and 2D Artist

Pocket Worlds October 2021 – February 2024

- Designed and developed 2D game assets from concept to final polished product.
- Created avatars, clothing, furniture, objects, props, characters, and isometric environments.
- Participated in ideation sessions for new content releases.
- Exported game assets, tested for bugs, and conducted QA on finalized products.

Concept Artist

Renegade Games (Remote) January 2021 – December 2021

- Designed characters and assets for the board game Artisans of Splendent Vale.
- Created final assets for game cards, box art, and props.

Background Artist

Tutorah TV January 2018 – November 2021

- Created layouts, background art, and 2D props for children's animated programs.
- Collaborated with the team to meet production deadlines and pipeline requirements.

Concept Artist / Background Artist

Al Animation Studios January 2018 – December 2019

- Painted background art, stills, and developed character designs for the web series Villainous.
- Contributed to character exploration and turnarounds for style definition.

Concept Artist and 2D Artist (Freelance)

Amazon

January 2016 - December 2018

- Created illustrations and backgrounds for over 20 storybook titles for Amazon Rapids.
- Contributed to character exploration and turnarounds for animation assets.

Game Artist

PennyPop (Remote) January 2015 – December 2016

- Designed characters, assets, and UI elements for mobile games Battle Camp and Beat Fever.
- Developed marketing art and vectored assets for mobile game promotion.

Freelance Illustrator

Collaborated with clients including Affinity, Rising Earth, Anathema Magazine, Hawaii Business Magazine, Televisa,
Oz Magazine, Dell Magazine, Charleston Magazine, Retort Records, Bul Bul Apps, and Neonmob.

TOOLS

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Clip Studio Paint
- Procreate
- Blender
- ZBrush
- Miro
- Notion
- TestFlight
- Shortcut

SKILLS

- Concept Art
- 3D Modeling
- Character Design
- Layout Art
- Background Art
- UI Art and UI Design
- Perspective Drawing
- Illustration
- Traditional Painting
- 2D Asset Design
- Environment Design
- Game Asset Pipeline
- Project Management
- Stylized Art