



NOÉ LEYVA / CONCEPT ARTIST

EXPERIENCE

IRIDIUM STUDIOS / LOS ANGELES, CA

Art Director: July 2013–March 2015

Responsible for the art direction of *There Came an Echo* (2015). Created low poly 3D mesh underlay, and in-game 2D environment art. Developed all character, weapon, and vehicle designs. Other responsibilities included promotional art for print, web, Steam page, and Playstation store assets.

Freelance Concept Artist: May 2015–Present

Tasked with the creation of concepts and assets in the pre-visualization stage of unannounced video game projects.

GAME OVER, LEAD CONCEPT ARTIST / LOS ANGELES, CA

May 2015–January 2016

Designed character and environment concepts for *Failsafe*. Hand painted textures on the in-game characters. Made 3D block out for game environments. UI development and promotional art.

FREELANCE CLIENTS

Miziker Entertainment, Plush Apocalypse Productions, Mazeon, Playabl, Exit Game

January 2016–Present

Responsible for the creation of character, prop, environment concepts, and illustrations for theme park attractions (Miziker Entertainment). Produced concept and key art for unannounced mobile, VR, and PC games. Created digital art assets for an interactive real-life escape room attraction (Exit Game).

EDUCATION

ACADEMY OF ART UNIVERSITY / SAN FRANCISCO, CA

BFA Illustration 2008–2013

IMPERIAL VALLEY COLLEGE / IMPERIAL, CA

AA Art 1999–2005

SKILLS

Photoshop / SketchUp / ZBrush / Cinema 4D / Substance Painter
KeyShot / Unreal Engine 4 / Corel Painter

PUBLICATIONS

Udon Capcom Fighting Game Tribute Artbook
PPG Gamers for Good Art Book
The Art of *There Came an Echo*
Inside Cover Art for *Blaz Blue Continuum Shift* (PS3)

CONTACT

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Social

