

LUKE FORNARI

CONCEPT ARTIST

INFO

PHONE

+44 07951798131

EMAIL

fornariluke@gmail.com

LINKS

PORTFOLIO

fornariluke.wixsite.com/portfolio

ARTSTATION

artstation.com/aquaarmor

LINKEDIN

linkedin.com/in/luke-fornari-613413170/

SKILLS

Concept Art

2D Art

Illustration

Level Design

Graphic Design

2D Animation

Storyboarding/Animatics

Low Poly 3D

Art Lead (Indie)

HOBBIES

Independent Games

Development, Game Jams,
World-Building, Fantasy Genre,
Figurine Painting, Renaissance
Martial Arts

ACADEMIC REFERENCE

Available on request.

ABOUT ME

Dedicated and loyal towards the field of Games Art and all things Fantasy, my personality of being dependable and committed ensures the work gets done, no matter the adversity.

TECHNICAL SKILLS

Adobe Photoshop, Adobe Premiere, Adobe InDesign, Adobe Animate, Corel Painter, Alchemy, Storyboarder, Toon Boom Harmony, Maya, Microsoft Office Suite, HacknPlan, Trello, World Anvil

EXPERIENCE

Remote Freelance Level Designer & Concept Artist – Dundee/UK – Aug 2019-Present Day

Company: Hyper Luminal

Responsibilities:

- Level Design & Concept Art production for an undisclosed Game.
- Effectively and efficiently communicating ideas in both iterative sketches and final renders.
- Discussing and implementing feedback with the Producer and Art Lead.
- Meeting deadlines in a realistic and professional turn-over.
- Being a reliable and approachable member of the team.

EDUCATION

Abertay University – Bachelor of Arts with Honours in Computer Arts – Dundee Sep 2015-Jul 2019

Award Class: First Class Honours (GPA – 4.0)

Computer Arts covered a range of digital art professions across the wider media sector, but had a stronger emphasis on video game art production. At Abertay I honed my skills, knowledge and dedication to the field of Concept Art and 2D Art, as it was the most enjoyable aspect of games art to me, which passion greatly motivates my work ethic.

PROJECTS

Fun Force – Sep 2017-May 2018

A 3rd Year Professional Project brief given to me and a team of colleagues by The Beano Studios in Dundee, where we developed a wacky, colourful, mini game filled mobile game targeted to kids.

Job Roles - Art Lead, 2D Artist, 2D Animator: As Art Lead I was responsible for the Visual Style Guide of the game, to ensure a unified art style between the artists.

DARE Academy – Game: Knights of the Cutlery – Dec 2018-May 2019

A Dark/Apocalyptic Fantasy 2D Metroidvania, embark on one last quest to retrieve the sacred cutlery of the fallen Knights from the hands of those that brought the land to ruin. Submitted for the Abertay game competition called DARE Academy.

Job Roles - Team Lead, Concept Artist, 2D Artist: As Team Lead, I made sure my colleagues were on task and meeting deadlines, informing them of important updates, and leading pitch creations and presentations.