




roberto campus

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 <https://www.artstation.com/artist/robertocampusart>

 <https://www.facebook.com/artofrobertocampus/>

DESCRIPTION Experienced 2D/3D Digital Illustrator

SUMMARY

Professional illustrator with 25 years experience, expert in Photoshop and the entire Adobe Suite, plus zBrush, Blender and 3D Studio as well as traditional media such as oils and pencils. Over the past two decades, I worked for many clients, including Marvel and DC Comics, Star Wars, Game of Thrones TCG.

Wide ranging exposure to markets and media types, including book and magazine covers, concept art for videogames, storyboarding for film and commercials, technical and interior illustration. Also versed in graphic and UI design.

OBJECTIVE

At this time, I enjoy freelance projects involving digital illustration and design for the publishing, video-game and movie industries with particular focus on concept art, character design and realistic fantasy/sci-fi illustration and book design (jacket and interior).

CLIENTS

MARVEL Comics
DC/WildStorm Comics
Capcom
Microsoft
Dark Horse Comics
DreamWave Productions
UDON Comics
DECIPHER
Fantasy Flight Games

Steve Jackson Games
White Wolf Publishing
Becker&Mayer! Publishing
Z-Man Games
Palladium Books
DUNGEON Magazine (Paizo Publishing)
MysticEye Games
BASTION Press

Ilex Press
SilverThorne Games
StoryBoards Online
Mud Companion Magazine
Smile Productions
Comic Art
IBM

SKILLS & EXPERTISE AREAS

2D Digital
Photoshop
Illustrator
InDesign
Premiere
After Effects
Acrobat
Corel Painter

2D Traditional
Oils
Pencils
Pen & Ink

3D Traditional
Maquette Sculpting
Figure & Portrait

3D
zBrush
Blender
3D Studio Max
DAZ 3D

Extra
Video Editing
Logic Pro X
Music Composition
UI/UX Design
Graphic Design
Art Direction
Project Management
Team Mentorship

LANGUAGES English – Fluent / Italian – Fluent

ABOUT ME

An interesting fact: First appearing in the late 90's, my digital illustration tutorials have helped train a generation of digital artists.