

Izzy Medrano

Portland, Oregon, United States



cannibalcandy@gmail.com



310.570.5338



[linkedin.com/in/theizzy](https://www.linkedin.com/in/theizzy)

Summary

I am an experienced lead concept artist and art director with a specialty in narrative development and writing skills. If you are looking for strong original vision in a creative leadership position, please send a message.

Specialties:

- Concept Development
- Original IP Worldbuilding
- Story Construction
- Writing (short story/ screenplay/ serial)
- Art Direction (including multi-studio external and freelance artist hiring and guidance)
- Teaching/ Team Leadership
- Drawing/ Painting
- Guided Ideation
- Culture/ Creature/ Character creation
- Worldguides and Art Bible Construction
- Product and prop design
- Branding & Marketing
- Transmedia Franchise Development

Experience



Illustrator

Wizards of the Coast

Nov 2005 - Present (17 years 4 months)

I develop and illustrate images for the Magic: the Gathering Game and marketing materials.



Incubation Creative Director

Sword & Wand, Inc

Nov 2022 - Feb 2023 (4 months)

IP Development / World Building / Narrative / Art



Freelance Concept Artist

Freelance

Aug 2022 - Oct 2022 (3 months)

Primary character designs for an animated series.



Art Director: Magic: the Gathering the Animated Series

Hasbro

Jan 2021 - Jul 2022 (1 year 7 months)

Art directing an animated series. Leading a large stable of artists and assistants, animators, art directors, lighting artists, in order to complete the show. Managing a number of in house artists; three out of country animation and FX studios. Each with dozens of creatives.

Responsibilities included:

- Creating and maintaining an aesthetic for a fantasy animation series, including writing an art bible and content guide for the animation studio
- Developing art pipelines for external overseas art teams.
- Developing art pipelines for internal art teams
- Creating art hand off packets
- Delivering incremental art feedback for internal and external teams
- Creating art submission decks for SD, AP, Showrunner, Major Studios, and Investors
- Creating original concept art for characters and environments
- Refining submitted art
- Managing many artist's via mentorship and advanced art training
- Developing new art pipelines implementing 3d assets
- Script Breakdown
- Asset Sheet Breakdown and allocation
- Assigning and overseeing of art tasks
- creating concepts for characters, props, and sets
- painting light and color keys

HD Studio Art Director

Amber

Sep 2020 - Jan 2021 (5 months)

Developing an original IP. World building, writing narrative, and visual development to direct and inspire the team. Working with the Creative director constructing the development pipeline for on-boarding artists, and the rest of the staff. Creating an Art Bible to improve clarity of the vision and promote self direction for the visual team. Developing and maintaining the aesthetic of the IP

Art & Painting Twitch Streamer

Twitch

May 2020 - Oct 2020 (6 months)

Painting and chatting live with fans and followers on Twitch. Integrated with Patreon for more directly educational episodes.

www.twitch.tv/izzymedrano

Concept Art/ Illustration Teacher

The Logic of Light & Color Series

Mar 2015 - Oct 2020 (5 years 8 months)

Developing distilled illustration and painting concepts into ultra-effective lessons.

Concept Artist, Story Development

Section Studios

Jan 2014 - May 2019 (5 years 5 months)

 **Concept Artist**

AGBO

Mar 2019 - Apr 2019 (2 months)

Created several pre viz paintings for a highly popular property in development.

 **Freelance Illustrator**

Valve corporation

Sep 2017 - May 2018 (9 months)

 **Founder, Writer, Concept Artist, and IP Developer**

Thoughtgun Shells Studio

May 2013 - May 2018 (5 years 1 month)

As storytellers and brandmakers we strive to deliver original art and writing that overflows with unique ideas. Thoughtgun Shells wants to create inclusive stories that find their origin in the richness of culture and raw diversity of the world we live in.

Our mission is to generate stories and properties where original visuals and concepts combine. To leave our audience in awe by resurrecting the enchantment of great storytelling that we remember from our youths. We aspire to create memorable experiences that will remain timeless and ignite the spark of creativity for generations to come.

 **Illustrator**

Riot Games

May 2016 - Jan 2018 (1 year 9 months)

 **Freelance Concept Artist/ Ideator**

Ubisoft

Jan 2015 - Mar 2015 (3 months)

Designing characters for a new IP.

 **Concept Illustrator**

Hi-Rez Studios

Jan 2015 - Jan 2015 (1 month)

 **Freelance Character Designer**

Infinity Ward

Oct 2014 - Nov 2014 (2 months)

Character exploration for upcoming project.

 **Freelance Concept Artist & Illustrator**

Respawn Entertainment

Aug 2014 - Oct 2014 (3 months)

Concept art and illustration



Freelance Concept Artist & Illustrator

Buddha Jones

Aug 2014 - Sep 2014 (2 months)

Concept Artwork, character development writing, and illustration for a green light pitch.



Concept Artist

Warner Bros. Pictures

Jun 2014 - Jul 2014 (2 months)

Concept Art for a greenlight pitch with Kasra Farahani and David Greene



Freelance Visual Development Artist

Riot Games

Sep 2013 - Jan 2014 (5 months)

Freelance world building and visual development exploration.



Character Design Instructor

Red Engine Studios

May 2011 - Dec 2013 (2 years 8 months)

Character design studio, as well as entertainment portfolio building.



Lead Character Concept Artist

SCEA Santa Monica

Jun 2011 - May 2013 (2 years)

I was responsible for large chunks of the visual development. I worked closely with the Director and Art Director to help create huge moments, and awesome new aesthetics. I also managed a team of brilliant concept artist that have blossomed into incredible professionals in their own right. I also built a great deal of experience with art direction for games, marketing, and branding.



Character Design Online Instructor

Gnomon School of Visual Effects, Games + Animation

Jan 2013 - Mar 2013 (3 months)

Introduction to character design with a focus on innovative direction.



Painting/ Concept Art Instructor

Otis College of Art and Design

Sep 2007 - Dec 2011 (4 years 4 months)

Helping to share the practical logic of light and color for painting in the concept art and illustration industries.



Instructor

CGMA

Jan 2011 - Aug 2011 (8 months)
This was an introduction to character design class

 **Snr Character/ Creature Concept Artist**

PlayStation

May 2007 - Jun 2011 (4 years 2 months)

I was responsible for creature and character visual development. As well as training and aiding the progression of Junior level staff.

 **Senior Character concept artist**

PlayStation

2007 - Jun 2011 (4 years)

I was responsible for creature and character visual development. As well as training and aiding the progression of Junior level staff.

 **Snr Character Concept Artist**

Sony Santa Monica

2007 - Jun 2011 (4 years)

I was responsible for creature and character visual development. As well as training and aiding the progression of Junior level staff.

 **Instructor**

Otis College of Art and Design

2007 - 2008 (1 year)

I taught advanced fundamentals for painting. My focus was primarily illustration and painting using the logic of light and color theory.

 **Concept Artist**

2005 - 2007 (2 years)

I was responsible for creature and character visual development.

 **concept artist**

2005 - 2007 (2 years)

I was responsible for creature and character visual development.

Education

 **ArtCenter College of Design**

Bachelor of Fine Arts, Concept Art/ Visual Development

2001 - 2005

Graduated with Honors

 **Schell Sculpture Studio**

NA, Creature and character sculpture

2010 - 2010

Learned clay sculpting techniques used for film in masks and maquettes .

Skills

Drawing • Painting • Creature Animation • Concept Development • Character Designs • Marketing •
Character Animation • Plot • Zbrush • Concept Design