

# LUCAS IGNACIO SOMARIVA

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## Website, Portfolio, Profiles

- [www.lucassomariva.com](http://www.lucassomariva.com)
- [www.artstation.com/lucassomariva](http://www.artstation.com/lucassomariva)

## Professional Summary

Detail-oriented Concept Artist offering an outstanding creativity and a passion for video games, films and culture. Offering a solid background in media and fine arts and a desire to work with a studio creating characters and creatures.

Excellent skills in 3D and 2D software such as ZBrush, Unreal, Photoshop, 3DS Max, Maya, Substance Painter, Redshift, V-Ray.

## Skills

- Character/creature Design
- CGI Illustrator
- Props Design
- Lookdev
- Concept Development
- Originality and Creativity
- Team Collaboration
- Adaptability and Flexibility
- Goal Setting
- Creative Thinking
- Attention to Detail
- Problem Solving
- Storyboarding

## Work History

### **FREELANCER CONCEPT ARTIST**, 05/2023

**JAMM**, New York, USA

- Character and creature designer.

### **FREELANCER CONCEPT ARTIST**, 03/2023 – 04/2023

**ELASTIC – A52**, Los Angeles, USA

- Concept artist for American Horror Stories S03.
- Character and creature designer for American Horror Stories S03.

### **FREELANCER CONCEPT ARTIST**, 03/2023 - Current

**MILLENNIUM FX LTD**, England

- Concept artist for Films and TV Show.
- Character and creature designer for Films and TV Show.

### **FREELANCER CONCEPT ARTIST**, 02/2023 - Current

**Blue Whale Studios INC**, Atlanta, USA

- Concept artist for Films.
- Character and creature designer Films.

### **FREELANCER CHARACTER/CREATURE DESIGNER**, 12/2022 - Current

**Artema Labs**, LA, USA

- 2D/3D character/Creature designer for Video Game.

**FREELANCE CHARACTER CONCEPT ARTIST**, 06/2022 – 07/2022

**UPP Advertising**, Czech

- 2D/3D character concept artist.

**FREELANCE CHARACTER CONCEPT ARTIST**, 04/2022 – 06/2022

**1518 Studios**, England

- 2D character/props concept artist for video games.

**CG ARTIST**, 03/2015 - Current

**Freelancer**, Pietrasanta, Italy

- 2D/3D concept artist, character/creature designer for films, video games and advertising.
- Digital Illustrator
- Digital Sculptor for collectibles.

**3D MODELER - 3D SCULPTOR - ILLUSTRATOR**, 02/2010 - 03/2014

**Estilo 3D**, CABA, Argentina

- Developed primary models and sketches to showcase final product designs.
- Gathered photo references to use as guidelines and textures for models.
- Used Photoshop to produce illustration for ads proposals.
- Used Adobe Photoshop to create realistic textures for graphics and 3D animations.
- Collaborated with other animators to create coherent images within scenes.
- Worked alongside writers and producers to create unique designs to translate artistic vision into visual medium.

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## Education

Fine Arts

**Schools of Fine Arts** - Rosario , Argentina, 1999-2004

**Digital Design:** Digital Design

**Instituto Belgrano** - Rosario, Argentina, 2004-2008

Concept Art

**Concept Art: From 2D To 3D With Luca Nemolato** - CGSociety

Illustration Workshop

**Illustration Workshop with David Masson San Gabriel** – La Galeria Roja

**IAMAG Master Classes 2024** – “The wind of change”

Paris, 15th – 17 th March 2024

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## Awards

### Advertising Awards

Cannes Lions

- 2 Golden Lions awards: 2012
- 3 Silver Lions awards: 2010-2012
- 6 Bronze Lions awards: 2010-2011-2014

Diente (Argentina)

- Grand Prix award: 2012
- Gold awards: 2012-2014

El ojo de Iberoamerica.

- Grand Prix award: 2012
- Best Print awards: 2012
- 6 Gold awards: 2012-2013
- 2 Silver awards: 2012-2013
- 1 Bronze awards: 2012

Clio

- 4 Silver awards: 2013
- Sol (San Sebastian-España)
- Silver award: 2010

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## Languages

### Spanish

 Bilingual or Proficient (C2)

### English

 Advance (C1)

### Italian

 Elementary (A2)