

GIULIA



RIVOLTA

Over **10 years experience** as an *Illustrator, Story Artist and 2d Animator*, being both a full time employee, and a freelancer, taught me to how to be confident, quick, flexible and **very patient**

## EXPERIENCE

March 2018 - Decmenber 2018

### Backgrounds Artist

#### **Space Ape Games (<https://spaceapegames.com>)**

*Following the Art Director's guidelines I designed the 2D backgrounds of one of the latest games in production at Space Ape.*

June 2017 - August 2018

### CHARACTER DESIGNER

#### **STEPHEN SILVER**

*Following Stephen's feedbacks and the art director's guidelines I designed the secondary characters for the movie "The Ark and the Aardvark"*

<https://www.imdb.com/title/tt1117392/>

January 2018 - March 2018

### CHARACTER DESIGNER

#### **Fish nor Fowl (<http://www.fishnorfowl.com>)**

*Working close to the Art Director I designed the Characters and props for the animated video that was part of the musical "CHESS" at the English National Opera*

September 2018 - February 2019

### Story Artist/CHARACTER DESIGNER

#### **Animer Studio**

*Following Animer's scripts and very tight deadlines I storyboarded and designed various adverts*

From May 2017

### Game Artist/CHARACTER DESIGNER/2D animator/ illustrator

#### **[www.megapopgame.com](http://www.megapopgame.com)**

*Megapop is a tech company working with a wide variety of clients and projects.*

*While being a memeber of the Art Team, I designed props and backgrounds for Games, UI for Apps, Designed and Animated Characters, and illustrated a children book.*

March 2017 - July 2017

### Children Book Illustrator

#### **IGLOOBOOKS**

*I illustrated the book "Stories for 4 years olds"*

<https://igloobooks.com/stories-for-4-year-olds.html>

## EXPERIENCE

2015- 2017

### Game Artist/Background Artist

#### **KING**

*Following the Art Director's Guidelines I designed some of the Backgrounds for the game "Shuffle Cats"*

2011- 2014

### Game Artist

#### **GAMESYS**

*Following the PO I designed and Art Directed games from concepts to Implementation. While being at Gamesys for almost 4 years, I both learned the process of developing a game, as well as being part of a fast-paced growing company.*

2013

### Children Book Illustrator

#### **Oxford University Press**

2011- 2014

### Character and Background Artist

#### **Planet Jump Production**

*Following the PO I designed and Art Directed games from concepts to Implementation. While being at Gamesys for almost 4 years, I both learned the process of developing a game, as well as being part of a fast-paced growing company.*

*2011\_ Feature Film "Colombiana" official online trailer, character and pose designer*

*2010\_ Virgin Trains's "Don't Go Zombie" online game, zombies designer*

*2010\_ Feature film "Gallowalker"'s animated sequence and opening credits sequence, Character and Background Designer*

*2010\_ Music promo "Azrok and Pogo", Art Direction*

*2009\_ Feature film "Firebreather" produced by Cartoon Network, Character concepts*

## PUBLISHED BOOKS

- 2019- **Tante Plante Megapop**
- 2017- **Stories for 4 years olds IglooBooks**
- 2015- **Thea and the Think-it-tarium Cengage Learning**
- 2015- **My Saving Plan Cengage Learning**
- 2014- **My Math Oxford Press**
- 2009- **Uomo Nero, Verde, Blu Le Rane**

## EDUCATION

November 2018

**STORYBOARDING with Rad Sechrist**

<http://radhowtoschool.com>

2006-2009

**2D ANIMATION**

**Scuola Nazionale di Cinema  
Torino (Italy)**

## SOFTWARES

(Expert) Photoshop, Illustrator, Flash, Spine  
(Basic) After Effects, Unity, Toon Boom

## LANGUAGES

English/Italian

## PORTFOLIO

[www.rivolver.com](http://www.rivolver.com)

<https://www.behance.net/giuliarivolta>

## CONTACTS

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