

GIULIA



RIVOLTA

Over 15 years experience as a Game Artist, Story Artist and 2d Animator

## EXPERIENCE

January 2024 - July 2024

### GAME ARTIST and SPINE ANIMATOR

Amihan Entertainment (<https://www.amihan.gg>)

My role for Amihan was creating high quality Spine and 2D animations for their upcoming projects and marketing promos

June 2023-November2023

### SENIOR GAME ARTIST

Mr Q ([www.mrq.com](http://www.mrq.com))

September 2022 - February 2023

### MARKETING ARTIST

Netspeak Games (<https://netspeakgames.com>)

While working for Netspeak, my role was to create polished images to promote their latest game on the Apps store and the most popular social media platforms

May 2020 - February 2022

### SENIOR GAME ARTIST

Kahoot (<https://kahoot.com>)

While working with the Kahoot team I created game assets for several titles. following the entire production from concepts, to UI, character and environment creation, to animation and Unity implementation

January 2021 - March 2022

### GAME ARTIST (Freelance)

Hit Factor Inc (<https://hitfactor.com>)

July 2020 - September 2020

### CHARACTER ARTIST (Freelance)

WARNER BROS (<https://www.warnerbros.com>)

Working closely to the Director and AD, I created several character concepts for a new Feature Film

May 2017 - Marchr 2020

### GAME ARTIST

MEGAPOP (<http://megapopgames.com>)

[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.

## EXPERIENCE

January 2019 - December 2019

### GAME ARTIST

Playstudio Asia (<http://www.playstudios.asia>)

October 2019

### GAME ARTIST

Kongregate (<https://www.kongregate.com>)

September 2019 - December 2019

### CHARACTER ARTIST

Munk Studio ([www.munk.co.uk](http://www.munk.co.uk))

Following the script of "Midnight Summer Dream" I designed the characters for a BBC educational Web Serie, aimed to children aged 10.

December 2018 - December 2019

### Storyboard/Concepts Artist

Arcade Studio (<https://arcadestudio.tv/about>)

Working closely to the Director and following the clients guidelines, I storyboarded and designed several commercials.

March 2018 - December 2018

### Backgrounds Artist

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

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

June 2017 - August 2018

### CHARACTER ARTIST

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 ARTIST

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

## EXPERIENCE

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>

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

2013

### Children Book Illustrator

Oxford University Press

2011- 2014

### Character and Background Artist

Planet Jump Production

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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