JUAN CARLOS ALCOSER
Game Artist

ABOUT ME

Hi, my name is Carlos, I'm a game artist based in Toronto, Canada. I've been working on mobile games for a few years. I love 2D & 3D illustrations and challenging myself in every project =)

Currently, I'm working as a Creative Director at The Ready Games.

CONTACT ME

Downtown Toronto, Canada.

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+1 (647) 269 4309

MY SKILLS

Adobe Creative & Design Programs

2D Animation

Mobile Games Experience

WORK EXPERINCE

CREATIVE DIRECTOR
Ready Games   April 2019 - Current

- Leading and evolving Ready's design vision to be a world-class brand
- Working with artists, giving them feedback, and helping them achieve the best results that align with the brand vision.
- Building processes and tools to make design work more efficient.
- Making sure the app and games have a unified tone in the designs.
- Being on the constant lookout for ideas and design trends that can be integrated into the game designs.
- Identifying, screen and onboard potential future designers to join the design team.

LEAD ARTIST
Uken Games   December 2016 - April 2019

- Core team leadership position
- Helped establish, develop, and maintain the IP for all the Trivia Games (Jeopardy! and Who Wants to Be a Millionaire)
- Set visual direction and maintained original vision through the production process to the final product
- Direction and management of art team (2-6 people) including hiring, mentoring and performance reviews
- Hands-on creative involvement over many aspects of the project

UI/UX ARTIST
Uken Games   Feb 2016 - Dec 2016

- Helped establish, develop, and maintain the IP for all the Jeopardy! (Alex Trebek) game.
- Worked on the game from scratch, creating wireframes app maps, concepts and bringing all that up to production.

ART DIRECTOR / CO-FOUNDER
Trompo Games Inc.   July 2013 - February 2016

- Working with a small team my mission at Trompo Games was to develop high quality, original art content for mobile devices from end to end, which are fun to play and cost-effective to produce, providing the vision alone with different strategies for the games we were developing.
- My purpose was to deliver clean and awesome graphics that help our games stand out from the crowd.

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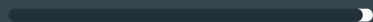
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UI ARTIST

Glowbug Labs Inc.   October 2013 - December 2014

- Responsible for delivering art maps, wireframes, and concept to life for Glowbug Labs first tittle Buzzle (iOS & Android), including menus, icons, power-ups, and all in-game user interfaces.

LEAD ARTIST

Social Graph Studios   February 2012 - May 2013

- Working with a small team of senior developers to design, prototype, balance, and polish aspects of a social FB addictive game Gem Clash (35 million users). Also responsible for re-brand the new look of the largest collection of funny FB status messages, Status Shuffe.
- I created conceptual wireframes and final art assets using Adobe programs, all while making sure that the functionality and the design standards stay consistent from project to project.

UI ARTIST

Ganz   April 2010 - November 2011

- Delivered multiple On-Line Interactive games on time and on budget.
- Created concept and final art assets using Illustrator, and implemented those assets, for development using Flash for various online interactive games.
- Worked independently and directly with team members to create a variety of interactive activities and games for the popular children's website Webkinz.

WEB DESIGNER

Bell   July 2011 - September 2011

- Working in Collaboration with Power Squared LTD. and Pixelcarve to create an Interactive Website in Adobe Flash to help Bell promote their New Cloud services for business.

ILLUSTRATOR

Wero Creative   November 2009 - July 2010

- Creating a digital novel (comic style) from the Discovery Channel original series Rock Mars, which involves an educational game that is composed of chapters of the graphic novel and a web-based game.

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2D Animation

Mobile Games Experience

LEAD ARTIST

🏢 Power Squared LTD.   📅 December 2008 - May 2010

- Fresh out of school first adventure with two friends at Power Square my responsibilities included the development and polishment of different areas, mainly on concepts, UX/UI, and all in-game art assets.

INSTRUCTOR

🏢 triOS College   📅 August 2009 - September 2009

- After graduating from the Academy of Design, I was handpicked to teach and mentor new DEV students interested in game design at Trios College. I was responsible for teaching the fundamentals of Photoshop and 3D Maya in the Video Game Program.

GAME ARTIST

🏢 George Brown College   📅 January 2009 - July 2009

- Worked with the office of Applied Research at GBC collaborating with MusiqKids to develop an educational software/therapy game for kids, the project was built from scratch from wireframes, all the way to final production including many character animations.
- Worked with St.Michaels Hospital and other designers to develop an interactive diabetes portal with mini-games, videos, and content that speaks to users' information about diabetes.

EDUCATION

CREHANA & DOMESTIKA

🏛 3D and Design Classes   📅 2020

I'm taking different online courses to learn more about 2D, 3D and animations, also to reinforce my skills on design in general.

OCAD UNIVERSITY

🏛 Drawing Skills Studio 1   📅 2013

This is an advanced course that builds on the technical skills to explore drawing in-depth.

IADT

🏛 Video Game Design   📅 2007 -2009

The program encompasses informative classes about 2D and 3D level design as well as character development, graphics, programming, audio, production, and multiple technical software training specialized to make video games.