



JUAN CARLOS ALCOSER

Game Artist

ABOUT ME

Carlos is a multidisciplinary game artist and art director based in Toronto, Canada. He excels in making an idea tangible; translating it so that others can see it, catch it and add to it.

He believes that experimentation is crucial as a designer which is why he tries to challenge himself with the mediums he explores paying great attention to details and to the quality he delivers.

CONTACT ME

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MY SKILLS

 Adobe Creative Cloud

 Spine (esoteric software)

 Mobile Games Development

GRAPHIC NOVEL ILLUSTRATOR

 Wero Creative

 November 2009 - July 2010

Creating a digital graphic novel 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.

The second edition with the same main characters was acquired by TEACH Magazine in a digital graphic novel that forms the core component of The Canadian Northern Project

PARTNER / LEAD ARTIST

 Power Squared LTD.

 December 2008 - May 2010

Fresh out of school first adventure with two friends at Power Squared, my responsibilities included the development of all the art for a functional demo completed in Flash using AS3, which will allow the development team to see what our intentions were for that specific project. Demo was completed but the game never made it to the end.

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 CS3 and 3D Maya in the Video Game Program.

LEAD ARTIST

 George Brown College

 January 2009 - July 2009

I worked with the office of Applied Research collaborating with MusiqKids to develop an educational software - therapy game for kids from scratch all the way to final art assets and animations. Also worked with St. Michaels Hospital and other designers to develop an interactive diabetes portal with games, videos and content that speaks to diverse users.



EDUCATION

OCAD UNIVERSITY

 Drawing Skills Studio 1

 2013

This is an advanced course that builds on the technical skills gained in drawing skills studio 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.