
www.noe-leyva.com | www.linkedin.com/in/noeleyva | Los Angeles, CA | noe.leyva.art@gmail.com

Software

Proficient: Photoshop, Procreate | Soft skills: ZBrush, Cinema 4D, Blender, Sketch Up, Substance Painter, Unreal Engine 4

Skills

- Extensive experience: Creature, environment, character, and prop concept art.
- Concept workflow: Sketch to 3D to final concept (Photoshop, Cinema4d, ZBrush, Substance Painter, UE4)
- Worked with realistic, stylized, and pixel art aesthetics.
- Industry experience: Video games, VR, escape rooms, tabletop RPG, theme parks, web show, publications
- Art Direction

Experience

Freelance Clients- 2015- present

Concept Artist, Illustrator

- Iridium Studios: Ongoing development of creature, environment, weapon, prop concept art, and branding.
- Lucid Sight, Inc: Designed stylized creature, prop, weapon, icon, and environment concepts. Also tasked with the creation and integration of in-game 3D assets for Cryptic Conjure (UE4)
- Playabl: Produced concept and key art for sci-fi VR games. Character, prop, and 2D in-game assets.
- Fandom (D&D Beyond, Cortex RPG, Dragon Prince): Developed character, creature, and environment art for an online D&D campaign for D&D Beyond titled Battle for Beyond. Published illustrations
- Miziker Entertainment: Developed prop, character, and set design for implementation in theme parks.

Game Over- 2015-2016

Lead concept artist: Failsafe

- Designed character, weapon, prop, and environment concepts
- Hand-painted textures for in-game characters using Substance Painter.
- Made 3D block out for game environments. UI development and promotional art.

Iridium Studios- 2013-2015

Art director: There Came an Echo

- Developed the art style and implemented a hybrid 2D/3D environment asset creation workflow.
- Led art team in the creation of 3D assets such as character, weapon, vehicle, and prop design.
- Other responsibilities included promotional art for print, web, Steam page, and Playstation store assets.

Education | Published Works

Academy of Art University, San Francisco, CA – BFA
2008-2013

Publications

- The Dragon Prince: Tales of Xadia
- Cortex RPG Handbook
- ImagineFX Issue #178
- Udon Capcom Fighting Game Tribute Artbook
- PPG Gamers for Good Art Book
- The Art of There Came an Echo