

Contact

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Date of Birth

11/04/1993

Nationality

Brazilian

Education

Bachelor Degree in Visual Arts
UNICAMP | 2012 - 2016

Skills

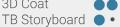
Languages

Portuguese English



Softwares

Photoshop 3D Coat



LARISSA DE MELO SILVA

ILLUSTRATOR, BACKGROUND/GAME ARTIST

Working Experience

Freelance Background Artist Copa Studio I 2024 - 2025

- Backgrounds for the "Auto da Compadecida" advertisements, for the "GigaBlaster" and "Strip Law" TV series.

Illustrator and Game Artist Ludact Studio I 2023 - 2024

- Development of concept art for the VR game "My Monsters".
- Backgrounds, characters, illustrations for games in html5.

Background Artist Pacu Filmes I 2024 - 2025

- Backgrounds developments for the short film "Thalia and the Monsters Outside".

Art Director and Background Artist Dogzilla Studio | 2022 - 2024

- Art direction, backgrounds for the short films "Nutty Boy meets Ginga", "Alpha Generation" and "Anacleto".

Background Artist Pinguim Content I 2023 - 2024

- Production of layouts and finalization of backgrounds for the animated film "Nihonjin".

Background Artist Dogzilla Studio and Ánima Estudios I 2023 - 2024

- Production of layouts, color studies and final render of backgrounds for the feature film "Batman Azteca: Clash of Empires".

Illustrator Obit Studio | 2022 - 2023

- Backgrounds, huds and concept arts for the platform game Ebenezer.

Middle 2D Artist PUGA Studio I 2021 - 2022

- Creation of assets, illustrations, concept arts and characters for various games.

Background Artist Birdo Studio I 2021 - 2022

- Background art for the TV series "Ba Da Bean".

Game Artist Space Sheep Games | 2020 - 2021

- Creation of new features for the game "Logic Pic" and "Bid Wars".

Background Artist and Designer Buba Filmes I 2019 - 2020

- Realistic background painting and textures in 3D for the feature "Forbidden World".

Art Assistant Faunea Studio I 2017 - 2019

- -- Backgrounds, props and concept arts for various studio projects.
- Illustrations for the Tv show "Dino Aventuras" (aired on Disney Channel Br)

Freelance Illustrator 2016 - present

- Art Director for the "PROAC 2020" winning project "My Nanny is a Samurai".
- Art services for various production companies and game/advertising/animation studios.