

Sergio Villa-Isaza

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TECHNICAL SKILLS

- Adobe Photoshop
- Clip Studio Paint
- Blender 3D
- Adobe After Effects
- Concept Art
- Unity
- Texturing
- Storyboarding

WORK EXPERIENCE

- Flatter Than Earth - Lead Concept Artist 2018 - 2020
- Universidad Pontificia Bolivariana (*UPB Medellín, Colombia*) 2005 - Present
- Director of Digital Illustration Program 2012 - Present
 - Teacher of Digital Production (Illustration) 2007 - Present
 - Teacher of Editorial Design 2005 - 2007
- Instructor - *Medellín, Colombia*
- Concept art illustration (Taller Arte Digital) 2012 - 2014
- SCALLYWAGS Int.
- Partner and Art Director 2010 - 2014

CONTRACT WORK

- Nike Custom Shoe Design 2008 - 2011
- Wizards of Coast (comic artist) 2011
- Movie: City of Dead Men (Prop production and design) 2014
- 3lbGames - Concept Art 2018
- Mongoose Publishing / Traveller RPG (illustrator) 2021
- Pine Box Entertainment / 7th Sea Card Game (Illustrator) 2021
- Freelance artist (self-employed) 2003 - Present

EDUCATION (formal)

- CCNB - Universidad Pontificia Bolivariana 2003
- Graphic Design - *Medellín, Colombia*

PORTFOLIO LINKS:

<http://www.theministryofabnormality.com>
<https://www.artstation.com/oabnormal>

<https://www.instagram.com/obsidianabnormal>