

Atlas Costa Aguilera

Vis Dev | Background Design | Prop Design

Experience

Cartuna | Westbrook Studios

Background Artist | June 2023 - July 2023

Designed variations of environmental concepts and props for an unannounced series.

RIT MAGIC Maker Program | Co-op

Lead Visual Development Artist | January 2023 - May 2023

Led the visual development and marketing for a proof of concept animation for a potential series pitch under the guidance of Rockstar Games. Designed variations for characters, environments, and prop concepts; handled vfx animation, color scripting and background art. Handled the visualization for a marketing packet, including poster and logo design.

Publications

TBA: "Let me Tell You Something" By Kelly Martin

Children's Book Illustration | December 2023 - Present

Designed variations of character and prop concepts; handled all page illustrations and cover art for a soon to be published children's book.

Select Awards | Film Screenings

2023 "Finger Lickin' Good" By Logan Wood

Best Student Film | Black Cat Picture Show

Designed and illustrated all background art and prop design.

2023 "Loving Care" By Peyton Monroe

Official Selection | Student World Impact Film Festival (SWIFF)

Designed and illustrated all background art and prop design.

2022 "Serpentine Petrol Production Reel No. 07"

By Eddie M. Bazzett

Official Selection | Dead Northern Horror Film Festival

Handled all background art and prop design.

Education

Bachelors of Fine Arts | Illustration

Rochester Institute of Technology

Sept 2019 - May 2024

New York

Worksbyatlas.com

Anam.costa459@gmail.com

Skills

- Bilingual - Spanish
- TvPaint Animation
- Toonboom Animation
- Adobe Creative Suite:
 - Photoshop
 - Illustrator
 - After Effects
 - Premiere
 - InDesign

Socials

Instagram:

@ColloquialCryptid

LinkedIn:

@AtlasCostaAguilera