



PAU MEDRANO

Character designer / Concept artist

[Portfolio](#)

[Linkedin](#)



Barcelona, Spain



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15 - 06 - 2003

I consider myself an autonomous person, but who knows how to work as a team. My goal is to specialize and continue to grow professionally in the field of **concept art** and **character design**, since my motivation is to create stories that connect with the viewer both narratively and visually.

EXPERIENCE

Concept artist and character designer

Sep 2021 - Sep 2024 (3 years) - Terrassa

- Starlight: Screenwriter, visual developer and character designer.
- Amazing Katie: Screenwriter, concept artist and character designer.
- Nova: Space Cadet!: Concept artist and character designer.

Workshop: Animation for videomapping

May 2023 - Empúries

CITM. citm.upc.edu

- Development of an animation project about the story of the [Empúries ruins](#).

Manga translator from English to Spanish

Jun 2022 - Feb 2023 - Act (8 months) - Remote

- Translation of different texts and books.
- Review of the accuracy and structure of a work.

LANGUAGES

Spanish: Native | Catalan: Native

English: C1 (Cambridge School)

French: A2 (EOI Barcelona)

EDUCATION

Animation, design and digital art degree

CITM (UPC). Sep 2021 - Jun 2024

Bachelor of science - Institute Dolors Aleu.

Sep 2019 - Jun 2021

COMPLEMENTARY FORMATION

2024 - Pipeline of an animation project.

- RTVE - Professorate: Marta de la Varga

2023 - Anatomical drawing. Online course.

- Professorate: [Miguel Bustos Gómez](#)

2022 - Adobe photoshop for concept art.

Online course.

- Professorate: [Nacho Yague](#)

2022 - Concept art for videogames. Online course.

- Professorate: [Nacho Yague](#)

2021 - Visual development from zero.

Online course.

- Professorate: [Jean Fraisse](#)

SOFTWARES

Clip Studio | Adobe Photoshop | Toon Boom Harmony
After effects | Adobe premiere | Figma
Blender | Maya | Zbrush | Adobe substance

SKILLS

Storytelling | Conceptualization | Brainstorming
Creative briefings | Illustration | Animation