



CAIO PERAL

Visual Development

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🌐 www.caioperal.com

📍 São Paulo - São Paulo - Brazil

EXPERTISE

Visual Development

Concept Art

Illustration

Environment Design

Blender

LANGUAGE

English

Portuguese

Spanish

EDUCATION

Art History (Unfinished)
Universidade Federal de São Paulo
2019 - 2021

ABOUT ME

Hello! I'm a Visual Development Artist / Concept Artist and my last work projects include Riot Games, Disney Latam, Garena, Split Studio, and Lightfarm Studio.

For the last few years, I've been working on the animation scene, but I want to expand to the gaming area too. I enjoy researching, developing, and designing worlds :)

WORK EXPERIENCE

○ May 2021 - Present
Lightfarm Studio

Senior Visual Development Artist

Worked on various projects through all those years like Disney, Adidas, Garena, and principally Riot Games on Valorant Cinematics creating Environment Design, Background Design (2D Layout), Props, FX Concept, Matte Painting, Illustration, and Hand Painted Texture.

○ Set 2022 - Oct 2022
Split Studio | Major League Baseball

Background Paint

Worked on the Background paintings for this 2D animation documentary about the MLB.

○ Oct 2021 - Dec 2021
Split Studio | FIT - UFC

Background Paint

Worked on almost all the Background paintings for this 2D animation advertisement.

○ Oct 2021 - Nov 2021
VOLTA Studio | Gameloft

Illustration Freelance

Worked on an Illustration for a game project from Gameloft.