

MABDELIS ROSADO | 703-963-9278 | Based in Orlando, FL (open to relocate/remote roles)

mabdelisrosado@gmail.com | www.mabdelis.com | <https://www.linkedin.com/in/mabdelisrosado/>

Concept Artist specializing in color-driven prop and environment design for interactive and animated projects. Strong focus in style variability through iterative design, utilizing thorough research to develop visually cohesive and story-driven worlds. Experienced in supporting indie production pipelines from ideation through final assets, working closely with directors and supporting cross-functional teams to meet production deadlines.

CREATIVE EXPERIENCE

Multi-Role Concept Artist | INDIE 2D ANIMATED SHORT FILM: "MARBLES" | Remote | March 2025 - PRESENT

- Design 10 hero props and 12 key background environments that define the film's visual language and support narrative clarity, utilizing Procreate and Photoshop.
- Produce multiple iterations and final renders based on feedback, presenting progress to the director/team in bi-weekly meetings over Discord. Collaborate with the team of artists to optimize visual storytelling throughout the film.
- Built low-poly 3D environment blockouts to support layout planning and improve consistency across the art team.
- Developed the project's logo and master palette used throughout the film utilizing Illustrator, ensuring visual consistency across the film and marketing materials.
- Create Kickstarter campaign assets and marketing materials including informational postcards, banners, stickers, and additional concept art.

2D Concept Artist | RUNIX - METEOR FORGE STUDIO | Remote | December 2025 - PRESENT

- Designed 12 in-game icons to adhere to the existing style of a roguelike pinball video game, delivering progress to the director weekly over Discord.
- Delivered rapid ideation and polished renders for both new and existing icons used throughout the video game for visual cohesion.
- Created background illustrations to be used for loading screens, enhancing worldbuilding and player immersion.

Art Director, Freelance Illustrator | PROJECT LIGHT OF MANATEE INC. | Bradenton, FL | May 2024 - November 2025

"What's In My Community: Manasota County" Educational Children's Book | May 2024 - April 2025

- Led 5-person art team to create the pre-production concept design of a multilingual children's book. Adapted concept designs quickly for Executive Director approval under tight deadlines, raising \$4000 for the organization.
- Conducted historical research and community interviews to craft an authentic narrative.
- Designed book layout, background art, color keys, and painted final illustrations for the book using Photoshop, Illustrator, and InDesign. Maintained the quality of products from a pipeline of artists, executives, and print vendors.

Mosaic of Florida 2026 Calendar | November 2025

- Designed 13 illustrations representing 12 distinct Florida cities using Procreate and Illustrator in CMYK.
- Conducted research on Florida tourism and adapted styles to create authentic and diverse visual stories.

Art Instructor | WILKINSON ELEMENTARY SCHOOL | Sarasota, FL | On-Site | September 2021 - April 2025

- Guided kindergartners in observational drawing of plants, fostering visual storytelling and collaboration. Expanded the project to a team of college students teaching the children, communicating with the teacher/students.

ART SKILLS & SOFT SKILLS

Digital Tools: Photoshop, InDesign, Illustrator, Procreate, Adobe Creative Cloud, Blender (3D-layout), ZBrush (basic)

Visual Development: Color Keys, Style Matching, Turnarounds, Prop & Set Design, Mood boards, Narrative Research, Background Layout.

Production & Collaboration: File Management, Planning, Cross-Functional Collaboration, Engagement, Creative Problem Solving.

EDUCATION

Bachelors of Fine Arts Illustration & Visual Development | Ringling College of Art & Design | Sarasota, FL | May 2025