



2D ART & GRAPHIC DESIGN

WWW.DASGNOMO.COM



contact@dasgnomo.com



NICOLE CEPEDA

OR JUST CALL ME "GNOMO" :)

2D ARTIST

& GRAPHIC DESIGNER

PROFILE

Hello! I'm Gnomo, a Chilean Latina in the US, I'm a self-taught 2D Artist specialized in dynamism and a University Licensed professional in Graphic Design, branding, marketing, social media and User Interface.

I have worked in the international creative/artistic/entertainment industry (mostly Tabletop, TCG, Comics and Visual Novels) for over 17 years with a varied range of clients, but I have been looking forward to jump to the Video Games industry for many years now. Thank you for your time!

CONTACT & SM

contact@dasgnomo.com

[LinkedIn.com/in/DasGnomo](https://www.linkedin.com/in/DasGnomo)

[Twitter @Real_DasGnomo](https://twitter.com/Real_DasGnomo)

COMPANIES, BRANDS & IPS

I HAVE WORKED WITH



WORK EXPERIENCE

● Freelance 2D Artist & Graphic Designer

DasGnomo.com
Jan 2006 - Present

● LVL99 GAMES

■ Contractor Graphic Designer

January 2023- Present

- Support Graphic Designer in charge of several tasks from marketing content, Game User Interface, Social Media Ads and official website material.

Currently working with "Dead by Daylight" by Behaviour Interactive, ArcSys and original company IPs.

IMAGE COMICS, TFAW

Freelance Comic Cover Artist, Variants

October 2021 - December 2022

- Working together with Things From Another World to deliver different Comic Cover Variant Arts for Image Comics (many of them sold out during week 1).

Some of the Comics I have done covers for are: Rain #1, Rogue Sun #1, Supermassive #1 and most recently working on Sins of the Black Flamingo #1.

DEVIANTART, INC

Brand Ambassador, Artist

March 2022 - August 2022 | Contract

- As a member of the DAsociety, I was working with DeviantArt and other ambassadors to celebrate art, share knowledge, create events, and integrate millions of new users to the platform.

Community Relations Specialist and Graphic Design Consultant

August 2020 - May 2021 | Contract

- In charge of community outreach for the website's new sidebar feedback and testing
- Graphic Design consultation for new sidebar and UI which were successfully implemented
- In Charge of community outreach and support for DeviantArt's new GroupHub project
- Graphic Design of GroupHub's branding and basic graphic line (implemented)

CYBERBANG 2069

SENIOR ARTIST & GRAPHIC DESIGNER

November 2021 - June 2022

- I collaborated on this Fanmade Visual Novel based on the Cyberpunk 2077 Universe by CD Projekt Red.

I was the main CG artist for Goro Takemura and Viktor Vector, phonecalls prop artist and 2D generalist, also assisting with UI refining.

JASCO GAMES, LLC

Art Director, Lead Graphic Designer and In-House Artist

September 2019 - April 2021 | Full-Time

- In charge of working on several tasks related to layout, illustration, graphic and web design, plus art direction for Toho/Funimation (My Hero Academia CCG), Warner Bros (Mortal Kombat X), Toei Animation (Cowboy Bebop, Dragon Ball Z), Capcom (Street Fighter, Darkstalkers, Megaman), Bandai Namco (Soul Calibur VI), Evil Dead 2 and many more.

JASCO GAMES, LLC

Freelance Illustrator/Artist and Senior Graphic Designer

November 2013 - November 2018

- Providing Card Frame Layout UI Design for several of their IPs and licenses, illustrator at Red Horizon, creating promo arts and TCG illustrations for the Street Fighter TCG, Darkstalkers TCG, Megaman TCG, and Soul Calibur VI TCG.

RED FOX GAME STUDIO

Art Director, Senior Artist and Graphic Designer

September 2017 - January 2019 / Contract

- I was in charge of creating a new line, graphics, character design and illustration structure for a new TCG game for the company placed in the "Sci Fi Tech" genre.

NINTENDO, PRIMA GAMES

Official book art contributor

2017

- Official illustrator and artist for "SNES: Playing with Super Power", a Nintendo Project created to celebrate the SNES Mini Classic release. I was featured in two pages of the book with 3 nostalgic illustrations of classic videogames like Super Mario World, Donkey Kong Country, and The Legend of Zelda: A Link to the Past, plus an exclusive interview.

LEO BURNETT, ANEMONA STUDIO

Art Director, Talent Aquisition, Senior Illustrator, Graphic Designer

January 2016 - December 2016 | Seasonal

- In charge of a team of 20 illustrators and graphic designers working for the food Brand LALA. We provided the agency with several hand-painted, drawn and photomontage cinematics for their "Equity" products creating hundreds of panels for the final videos.

WACOM, AMERICAS

Official Demo Artist

January 2014 - December 2014 | Contract

- Illustrator and Graphic Designer, giving several demonstrations of my work in live events around Mexico.

FOR WAYBACK WORK HISTORY PLEASE VISIT

[LINKEDIN.COM/IN/DASGNOMO](https://www.linkedin.com/in/dasgnomo)

SKILLS

| | |
|----------------------|--|
| Art Direction | |
| 2D Illustration | |
| Character Art/Design | |
| CCG/Tabletop UI | |
| CCG/Tabletop Art | |
| Community Relations | |
| Teaching | |

LANGUAGES

NATIVE SPANISH
AMERICAN ENGLISH (FLUENT)

TOOLS, TECH & WEBS

| | |
|-------------------|--|
| MAC OS | |
| Windows | |
| Adobe Photoshop | |
| Adobe Illustrator | |
| Adobe InDesign | |
| Clip Studio Paint | |
| Screenflow | |
| Slack | |
| Discord | |
| Twitch | |

STRENGTHS

| | |
|-----------------------|-------------------------------|
| Gaming lifestyle | Integrity |
| Friendly approach | Big sense of duty |
| Resourcefulness | Focus |
| Initiative | Time Management |
| Critical observation | Fast learner |
| Organizational skills | Innovative |
| Team player | Results-oriented |
| Independent | Constant Improvement |
| Problem solver | Studious |
| Adaptability | I love dark genres and humor! |

EDUCATION HISTORY

THE ART OF COLOR AND LIGHT, CERTIFICATE

CG Masters Academy
Digital Illustration, 8 weeks course, 2021

PROFESSIONAL GRAPHIC DESIGN

UDP, Diego Portales University, Chile
2010 - 2014

MULTIMEDIA & GRAPHIC DESIGN

UNIACC, University of Arts, Communication and Science, Chile
2007 - 2010

CERTIFICATIONS & EXTRA STUDIES

■ Advertisement

UDP, Diego Portales University, Chile
2012 - 2013

■ Psychology

UDP, Diego Portales University, Chile
2012 - 2013

■ Journalism

UDP, Diego Portales University, Chile
2012 - 2013

■ Leadership and Entrepreneurship

UNIACC, University of Arts, Communication and Science, Chile
2008 - 2009

■ Art History

UNIACC, University of Arts, Communication and Science, Chile
2007 - 2008

**I'm currently available mainly for remote work & hybrid.
Thank you for your time!**