

STEPHANIE ARCAS

Visual Development Artist

CONTACT

 stephanie.arcas@gmail.com

 www.stephaniearcas.com

 Brasília - Brazil

EDUCATION

STORY CURSO

2026 | Storyboard class

ZAC RETZ

2022 | Visdev Advanced Class

ICS ART

2025 | Character animation

2021-2022 | Character Design

CG MASTER ACADEMY

2019 | The Art of Color and Light

UNIVERSITY OF BRASILIA - UNB

2015-2019 | Bachelor's degree in Design

KEY SKILLS

COLOR KEYS / COLOR SCRIPT

CHARACTER DESIGN

BACKGROUND DESIGN / PAINTING

MATTE PAINTING

STYLEFRAME

3D HANDPAINTED TEXTURE

PROFESSIONAL SUMMARY

Brazilian artist working with visual development the animation industry. Enjoys working with lighting, color, and texture, with special attention to details.

Stephanie takes pride in her work and works hard to achieve success in all projects she takes part in. Able to work collectively, by contributing with ideas and accepting feedback from directors and the rest of the team.

WORK EXPERIENCE

2021 - CURRENT JOB | LIGHTFARM STUDIOS

Visual Development Artist - Full Time

- Developed background art, character design, color scripts, styleframes, illustrations and 3d handpainted texture for different animated projects.
- Some clients: League of Legends, Valorant, Wild Rift, Overwatch, Free Fire and PubG.

2025 | AFFALON STUDIOS

Visual Development Artist - Freelance

- Created styleframes and layout character poses for MO.CO (Supercell) cinematics.

2024 | DIRTY WORK FACTORY

Visual Development Artist - Freelance

- Created styleframes for Craked (Mercy for Animals).

2024 | VETOR ZERO / LOBO.CX

Visual Development Artist

- Did styleframes, color keys, backgrounds and character for several animated short films.

2023 | ZOMBIE STUDIO

Visual Development Artist - Freelance

- Developed thumbnail and background exploration for Not a Monster - Disney and Nubank animated short.