

# NOHA MANFREDI

2d/3d visual artist – pixel & animation · character · concept · visual development

nohamanfredi.core@gmail.com    instagram @nohamanfredi    nohamanfredi.com    sevilla · barcelona – on-site or remote

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## 2D/3D visual artist with 6+ years across games and brand campaigns.

Character and world design. Sprites and frame-by-frame animation, concept and visual development. I move between established styles and building them from scratch. I'm guided by my references and my sensibility, applied to both the creative and the technical; comfortable in cross-discipline teams and agile production.

## EXPERIENCE

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2023 – Present

### AZURE WORKS S.L

3D / 2D Visual & Concept Artist · Freelance · Barcelona

solo · full pipeline

- > **DATA DEFENDERS – AWS Awards arcade game.** Sole artist on a 2-person team: a full, hand-animated pixel-art arcade game delivered in 3 months – concept, character design, sprite animation, backgrounds, UI and the physical cabinet art.
- > **Campaigns & character:** Gentle Monster (BOLD 2025), CAMPERLAB (SS26), TOUS · Turbochakras, Carne Jove, Atiissu, LOOP magazine.
- > **Live & projected visuals:** Notch · L.A. dome (Production Club), Super Bowl, The Chainsmokers, Bad Gyal, MAKKA, black midi.

Oct 2020 – Sept 2023

### GENJOY — A SCOPELY STUDIO

Concept Artist · Full-time · Seville

- > Concept and visual development across a 3-year production cycle.
- > Concept and visual support on **MONOPOLY GO!** (shipped title).

Jan – Oct 2020

### GENERA GAMES

Illustrator · Full-time · Seville

- > 2D illustration and concept for a mobile game IP.

## SKILLS

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Character design

Pixel & sprite animation

Concept art

Visual development

Worldbuilding

Storyboarding

3D & texturing

Motion & edit

## TOOLS

Aseprite

Photoshop

Blender

Substance Painter

Unreal Engine

Unity

After Effects

DaVinci Resolve

## LANGUAGES

**Spanish** – native

**English** – professional