

Matías Vizioli

Background Artist & Illustrator | Buenos Aires, Argentina

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Summary

2D and UI Artist for mobile games and animation, with 5+ years of experience. Currently at Tactile Games, producing UI art for *Enchanted Inn* and concept art for new game prototypes. Credits include the Emmy-nominated series *Common Side Effects*, *The Dragon Prince* and *Bingo Blitz*. Strong command of color, light and perspective, and experience leading a team of 12 artists.

Experience

2D Artist, Tactile Games | Nov 2024 – Present

- Work as a UI artist, designing and producing interface assets for *Enchanted Inn*.
- Produced 2D game assets for *Lily's Garden*, a live mobile title, working within the established art style.
- Create concept art and visual development for new mobile game prototypes.

Senior Background Artist, Takenchi | May 2024 – Oct 2024 (Project-based)

- Contributed to visual development for animated music videos and concept art for video games.
- Painted backgrounds and environments to a short production schedule.

Senior Background Artist, LeCube TV | Oct 2023 – May 2024 (Project-based)

- Painted 200+ production backgrounds for the Emmy-nominated series *Common Side Effects*, matching the show's established style across episodes.

Lead Artist, Zönda Design | May 2023 – Dec 2023 (Project-based)

- Led a team of 12 artists producing mobile game assets for *Bingo Blitz*, setting style direction and giving feedback on daily work.

Semi Senior Artist (Background and Prop Artist), Blu Studio | May 2021 – May 2023

- Created backgrounds and props for animated productions including *The Dragon Prince*, *Rise Up*, *Sing Out* and *Rhymes Through Times*.
- Worked within established style guides and handed off assets to animation teams.

Freelance 2D Artist | May 2021 – Present (concurrent with the roles above)

- Delivered background, illustration and concept work for animation and mobile game productions for multiple studios. Selected work: <https://artstation.com/emveg>

Skills

Art: Background Painting, Environment Design, Concept Art, Visual Development, Prop Design, Color and Light, Perspective, Illustration, Industrial Rendering, UI Art, Game UI, Icon Design, 2D Animation

Software: Photoshop, Blender, Substance Painter, Spine, Unity

AI Tools: Claude, Codex, ChatGPT, ComfyUI, Magnific

Production: Team Leadership, Art Feedback and Reviews, Style Guide Matching, Mobile Game Asset Production, Casual Mobile Games, Live Ops, AI-Assisted Workflows, Game Engine Integration

Languages: Spanish (native) | English (High)

Education

Academic Painting and Drawing, Old Masters Atelier | Present

Bachelor of Social Science, Hölters Schule | 2015

Interests

Animation and anime, video games, fantasy and sci-fi books, board games, woodwork