Dani Candil
ART DIRECTOR

LinkedIn: linkedin.com/in/danicandil/
Portfolio: www.danicandil.com

PROFESSIONAL EXPERIENCE

May 2018 / ....

THQNordic
Studio Art Director
Studio Art Director of the new THQNordic Barcelona studio. Focused on assembling and managing a great team of artists, and animators developing "Gothic" an RPG for PC and Next-Gen consoles with high production values.

November 2017 / June 2018

Riot Games
Art Director - Freelance
Supporting efforts of the Riot Games Barcelona office to define and create visual and aesthetic guidelines in multiple projects like "Circuito Tormenta".

July 2016 / January 2017

Kerad Games
Studio Art Director
Developing art for Mobile games and PC / Console / VR racing prototypes under NDA. Managing the different art teams, creating new workflows to improve the relationship between the development and marketing artistic teams.

January 2011 / June 2016

A Crowd of Monsters
Art Director
Developing Art for Console / PC Games: Blues and Bullets and Funk of Titans (PS4, Xbox One, PSVita, Wii U, PC) and iOS video games. Directing an incredible talented team of 3D modelers, animators and graphic designers.

October 2010 / August 2014

Social Media | Weblogs
Senior Artist & Graphic Designer
Senior Artist of the Design Team in Social Media SL creating branding, logos, UI/UX for international brands like Coca-Cola, BBVA, Canon, ING and more.

September 2009 / March 2011

Digital Legends
UI/UX Artist / Graphic Designer
Graphic Designer and UI / UX artist for videogames Split / Second (Disney Interactive) and Ice Breaker (Natural Motion).

June 2006 / January 2010

Waimoo Comunication
Art Director / Graphic Designer
Art Director of an advertising agency focused on multimedia and new technologies related projects. Websites, Interactives, VDJ spectacles and branding creation.

January 2003 / April 2006

Zero Disseny
Graphic Designer
Graphic Designer part of a Barcelona advertising agency focused on small and medium companies. Developing websites, branding image studios, brochures, magazines...

SOME AWARDS AND ACHIEVEMENTS

2016 *Best PC Game at Gamelab*
2016 *Best Game Press Award at Gamelab*
2016 *Excellence in Storytelling at GameConnection America*
2015 *Best Independent Game Gamelab*
2013 *Best Production Debut at Gamelab*
2013 *Best App / Game 2013 - Digital Generation*
2010 *IGF Honorable Mention*
2009 *Best Art at ArtFurtura*
2006 *American Design Award*

UNIVERSITY PROFESSOR EXPERIENCE

Since September 2014

University Pompeu Fabra / Tecnocampus
Art Coordinator and Art Associate Professor

Art Coordinator and Associate Art Professor at the Videogame Design and Production degree in Tecnocampus and Art Associate Professor at Audiovisual Communication degree at Universitat Pompeu Fabra.

www.tecnocampus.cat   *www.upf.edu*

September 2007 - August 2010

University of Barcelona / Fine Arts
Art & Videogames Workshop Professor

Professor of Artistic Videogames Creation I and Artistic Videogames Creation II Workshops in the Bachelor of Fine Arts at University of Barcelona.

www.ub.edu/bellesarts/es/

EDUCATION

Since 2018...
PhD Candidate / PhD about Art and Virtual Reality
University of Barcelona / Fine Arts

2008 - 2009
Master's Degree in Videogame Creation
University Pompeu Fabra

2002 - 2007
University Degree in Fine Arts (B.F.A)
University of Barcelona

2000 - 2003
Associate Degree in Graphic Design
Escola La Massana

SOME CONFERENCES AND TALKS

PGDC 2020 | Artists go into the light! Fundamentals of light in games
Pocket Gamer Digital Connect 2020

Unite 2018 | Embrace a Visual Vertical Slice and not die trying
Unity / Unite Berlin Conference 2018

GDC 16 | The Art of Blues and Bullets: dominating 256 shades of grey
Game Developers Conference 2016 | Moscone Center | San Francisco

Face the Virtual Reality! Advices for your first VR UX / UI
Animayo XII - International Festival of Animation, VFX and Video Games

The relevance of Autodesk tools in game and art development
Autodesk Forum 2015 | Camp Nou Stadium | Barcelona

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