

DIEGO GARCIA FIGUEROA

ART PRODUCER | VISUAL DEVELOPMENT



Well rounded artist with a passion for fostering strong cross-discipline teams and taking part in crafting high quality audiovisual experiences. I believe that leadership positions aren't about receiving power over people, but about accepting the responsibility to empower others.

PROFESSIONAL EXPERIENCE

ART DEPARTMENT DIRECTOR | Jan 2025 - Present

mighty studio

- In charge of documenting, organizing, and supervising the art department of the studio.
- Provide support and guidance to all art supervisors running different Mighty projects.
- Aid in identifying and solving artistic goals and technical challenges per project.
- In close communication with other Department Directors to implement better pipeline strategies for Mighty.
- When needed, can act as art supervisor or lead of a Mighty project.

ART DIRECTOR | Apr 2023 - Jan 2025

Flamingo Simulation Systems

- In charge of directing & supervising the visual style for a VR IP. Provided leadership to a 6 people team of cross-discipline artists.
- Led design bibles, hero assets, & art implementation, ensuring quality & consistency throughout the whole game.
- Collaborated in agile project management disciplines to ensure timeline, resources, and artistic goals aligned in the best possible outcome.

CONCEPT ARTIST | Nov 2021 - Aug 2023

Griever Games

- Worked with Game Design, Narrative, & Art Directors to provide high quality character & environment concept art, as well as cutscene storyboards & key art for the game. Illustrator of main cover art and steam assets.

GAME ART INTERNSHIP | Feb 2022 - Jun 2022

Griever Games

- Intern at AAA Studio TLM Partners. Was mentored by industry professionals in the following:
 - Art direction for videogames
 - Full 3D asset pipeline from Blender to Unreal
 - Game design critique

SKILLS

SOFTWARE: Blender, Photoshop, UE5, Sub. Painter, Sub. Designer, ZBrush, Shotgrid, ComfyUI

- Experience **leading a dynamic team of artists**, overseeing the development and execution of multiple audiovisual projects.
- No stranger to asset creation for videogame production. (Sculpting, Modeling, UVs, Texturing, Basic Rigging, Animating, Exporting to UE5 & Unity).
- Excellent fundamentals in anatomy, design, composition, and perspective.

NOTABLE PROJECTS

NPR Blender Workshop for 2D Artists | Nov 2024

Teacher & Mentor

- Designed and held a 5 week workshop where I taught different Blender modeling techniques, shader fundamentals, grease pencil, and the use of the compositor to a class of 10. Target audience was 2D and Concept Artists who wanted to learn Non-Photorealistic Rendering.

LINEA 17, Short Film | 2020

Director & Animator

- A personal animated horror short film I made during the pandemic. My take on the unfortunate state of feminicides in Latin America. Nominated for 4 film festivals.