



STEFANO PERELLI

FREELANCE ART DIRECTOR

Art Manager/Producer/Illustrator/Designer



www.artstation.com/waste-creative
www.stefano-perelli-art.com



www.linkedin.com/in/stefano-perelli-7696432



20 years

in the creative industry

- Head of Art/Illustration
- Art/Animation Director
- Director of Art for Games
- Marketing Art
- 2D Art and Animation
- Graphic Design
- Concept Art
- UI/UX Design
- Maya Generalist
- After Effects
- Video Editing



Experience in managing people and mentoring junior artists

Management of relations between Art Department, Game Design, Development and Head of Studio

Excellent scheduling, organisational, leading and communication skills

Ability to work under stress and within tight deadlines

Flexible, cooperative, passionate, open to new challenges

CONTACTS

 mr.stefano.perelli@gmail.com

 London, UK

 Remote Work

I'm a Senior Art Director and Artist with 20 years' experience in the games, entertainment and marketing industry. I have expertise in managing and mentoring people, as well as high level scheduling, organisational, leading and communication skills. I love design, film, animation, literature, and art, as well as sports.

Languages: English (native), Italian (native), French (intermediate), Japanese (N4)



Head of Art

Waste Creative (Keywords Studio), London

02/2018 – 03/2024

Waste is a long-established marketing creative agency, specialised in digital media production for various important international clients, part of the Keywords Group. I was responsible for in-game and social media illustration content and assets for games by Supercell, Riot, Ubisoft and many other games companies. I managed a team of artist and designers, through performance assessment, mentoring and skill development programmes. I also dealt with external clients and freelancers.

Studio website: www.waste-creative.com



Studio Art Director

Nucco Brain, London

02/2016 – 02/2018

Nucco Brain is an animation/illustration studio, part of UNIT9. I managed a team of artists and animators and dealt with external clients and freelancers.

Studio website: www.nucco.co.uk



Director of Art

Capcom, London

10/2006 – 02/2016

Capcom is a famous Japanese games company. Our department was focused on the production of mobile games for the casual market. I was responsible for all the game art and the management of the art team. I had to organise their performance reviews as well as facilitate their professional development.

I WORKED WITH



McKinsey
& Company



UBISOFT



