

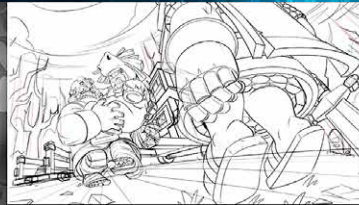


STEFANO PERELLI

ART DIRECTOR

ILLUSTRATOR

DESIGNER



ART DIRECTION
CLASH OF CLANS
Head of Art - Waste Creative

**SUP
ERC
ELL**

ARCANE
LEAGUE OF LEGENDS



ART DIRECTION

ARCANE - League of Legends

Head of Art - Waste Creative



ARCANE
LEAGUE OF LEGENDS





ART DIRECTION
BUMP SUPERBRAWL
Head of Art - Waste Creative





ART DIRECTION

HAY DAY

Head of Art - Waste Creative

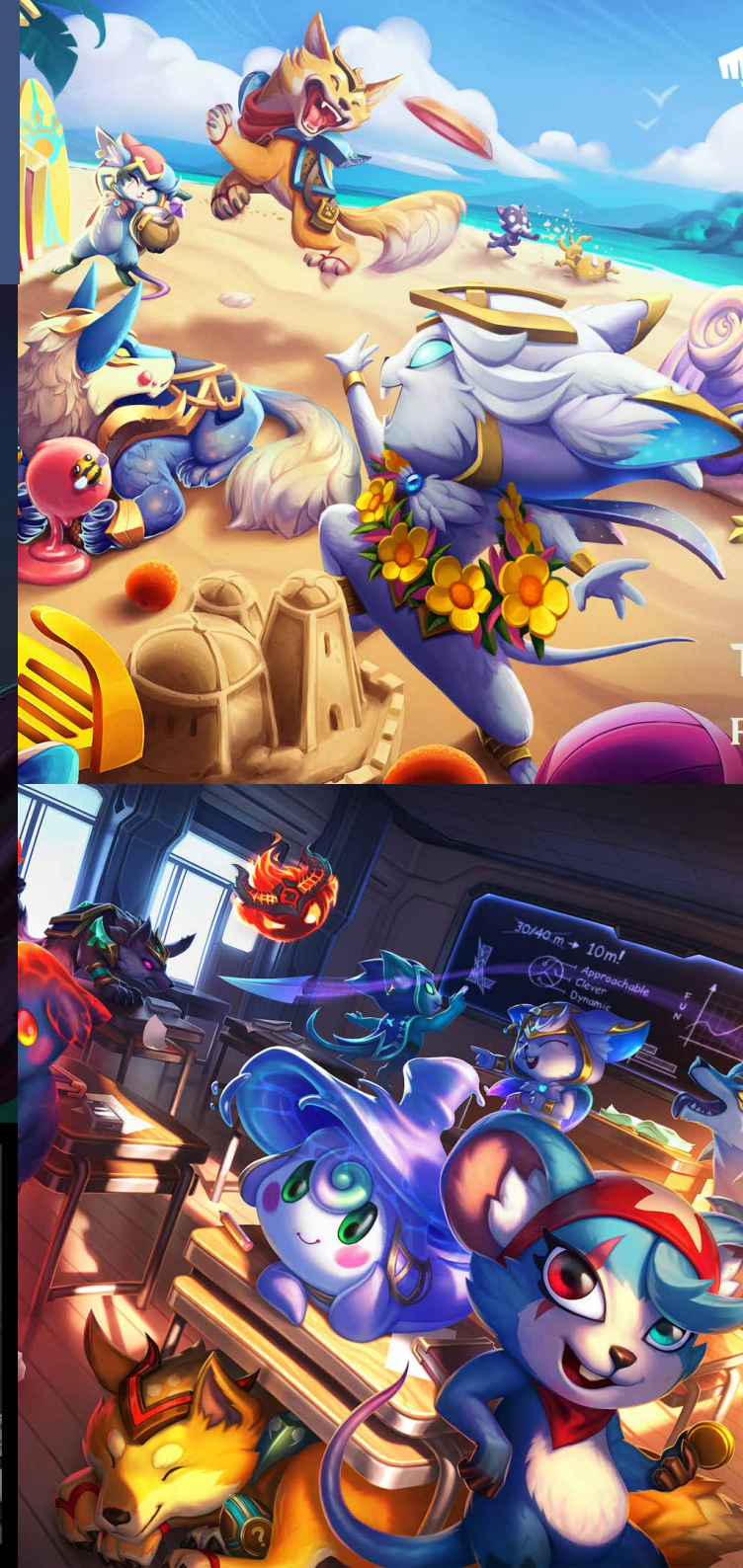
**SUP
ERC
ELL**



ART DIRECTION

TEAMFIGHT TACTICS

Head of Art - Waste Creative



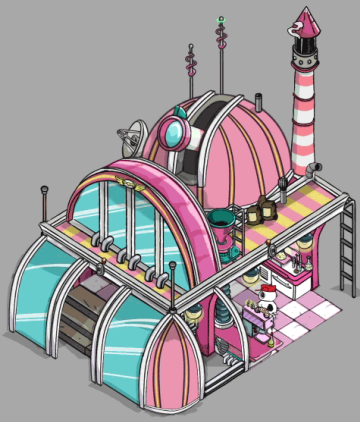


ART DIRECTION
CLASH ROYALE
Head of Art - Waste Creative



SUP
ERC
ELL

SUP
ERC
ELL x W



GAME ART
 Snoopy's Street Fair
 Director of Art - CAPCOM

CAPCOM®



CHARLIE BROWN

LINUS

WOODSTOCK



SALLY

PIGPEN

LUCY

SNOOPY'S GANDY TOWN



**GAME
ART**

Snoopy's
Candy Town
Director of Art
CAPCOM

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GAME ART
 Explorers of the Lost World
 Director of Art - CAPCOM
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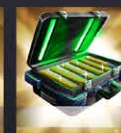


User Interface Design: GHOSTBUSTERS Puzzle Fighter

iOS game - Beeline/CAPCOM



Example of in-game illustrations:



GAME ART

Ghostbusters Puzzle Fighter

Director of Art - CAPCOM

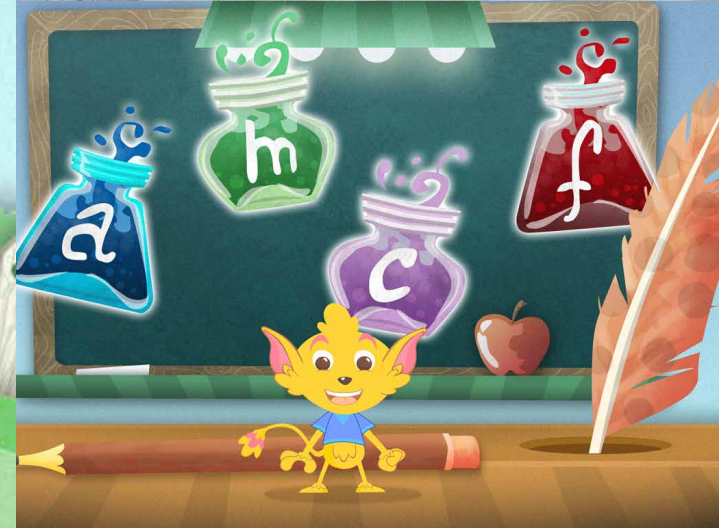


GAME ART

Learn To Read With Pip

Studio Art Director

NUCCO BRAIN



ILLUSTRATION





ILLUSTRATION