

Sofía Tolosa

A.K.A. LANDAU

Concept & Creature Artist

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Concept and creature artist specialising in character, creature and prop design for games. I take designs from silhouette and value exploration through colour keys to full, production-ready turnarounds, with a particular strength in gothic and horror worlds. Studio experience spans concept, character, creature, prop and UI/asset work, alongside a shipped public mural.

EXPERIENCE

DeadlyCrow Games

Concept Artist · Character, Creature & Prop Design

- Designed creatures, horror characters, props and world assets for a horror title.
- Delivered full turnarounds, silhouette and value exploration, and colour-variant keys.

Wokzord Studios

Concept & Character Artist · Storyboarder

- Concept and character art plus storyboarding.

Bravo Games

Game UI & Assets Artist

- Game UI and in-game asset art.

MUT · Espacio Urbano Tobalaba

2022

Illustrator — "Zero Waste"

- Illustrated the "Zero Waste" public mural, installed outdoors on Apoquindo and Roger de Flor, Santiago.

EDUCATION

Duoc UC, Santiago, Chile

2022

Digital Animation

- Final project "Psyche" awarded the top mark.

SKILLS

Concept art Character design
Creature design
Prop & world design
UI & game assets Storyboarding
Illustration

SOFTWARE

Photoshop Procreate Maya
After Effects Illustrator

LANGUAGES

Spanish — native
English — professional