

EMMANUEL AYALA

GAME ART DIRECTION



Summary

To create immersive and meaningful interactive experiences with patience and perseverance. To grow with the most talented professionals to deliver high quality digital entertainment.



Ecuadorian



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English, Spanish, German



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Work Experience

2023 - 2025

Telescope Games | Lead Artist

I lead the art direction of each project from concept to implementation in Unreal Engine 5, collaborating with the team members for fast but precise iteration. Among the different areas of expertise I worked are:

I worked on Characters, Enviroments and UI and animations in both 2d and 3d. I also guided two 2d/3d outsourcing junior artist to have an effective collaboration to create assets for the different projects.

I developed pipelines for the creations of 2d and 3d assets and documented the art direction through all the development phases.

2022 - 2023

GameDuell | UI Artist

I improved and maintaining the UI art of a live FTP mobile game: Grand Gin Rummy. I created UI assets, Illustrations, and animations and implemented them in Unity.

I had to estimate and negotiate with other team members deadlines, scopes and level of done of the art assets to be ready for live releases.

I documented critical features of the game throughly and developed pipelines for smooth implementation.

2021 - 2022

Infinitus Mind | Art Director/Game Designer

A game company focused on creating multiplayer educational games with psychology techniques. I used Scrum to lead both the art and programming teams.

As Art Director, I was in charge of leading the team of one 2d artist, one 3d artist, one UI artist and a freelance Tech Artist to establish the art style of each game. I implemented all the assets in Unity.

As a game designer, I documented and prototyped games with Unity/Blender and supervised playtesting sessions for new features. I communicated with all the areas of the company, including the A.I. team, to evolve the game design decisions.

2019 - 2020

Aenima Studios | Art Lead /Project Lead

I was in charge of the art direction of mobile games, leading two 2d artist and one UI artist. I supervised the overall production deliverables leading a team of 4, including a programmer. I implemented all the assets in Unity.

2018 - 2019

Illustres Ilustradores | 2d Artist

I worked as a Concept Artist, Illustrator, and storyboard artist for advertising, editorial, and animation projects.

2013 - 2018

Freaky Creations | Founder/Lead Artist

I worked on the release of an Indie Game for PC/PS4: To Leave. I lead the art direction of the 2d and 3d art for the launch of the title: To leave for PC and PS4.

Software & Skills

Software: Adobe Photoshop, Illustrator, Premier, Blender, Git, Perforce, Plastic.

Art: Concept Art, 3d Modeling, Rigging, 2d Animation, 3d Animation, UI Design.

Engines: Unity 3D, Unreal 5, ShaderGraph, VFX Graph.

Other: Scrum, Kanban.

Education

Bachelor in Fine Arts and AudioVisual Production from Escuela Superior Politécnica del Litoral, 2008 - 2014

M.A. in Digital Games at TH-Koeln, Cologne Game Lab, 2019 - 2021