

Omar Lozano

E-Mail: omarlozano88@gmail.com

Mobile MEX: (044)811-5960-080



Experience

Comic Art Teacher (2007 – 2010)

3 years as instructor of comic style. Average student ages 10 – 17.

Clean Up Artist (2010)

3 months as cleanup artist at SKULLGIRLS, a 2D fighting game. In charge of *lineart*, *color*, and *shading*.

www.skullgirls.com

Colorist at GRAPHIKSLAVA Studio (Oct. 2010 – Sept. 2011) (Studio Closed in 2013)

As colorist I was able to work for some Comic Publishers such as: *Marvel*, *DC*, *IDW*, among others independent parties.

Line artist for ULTRADUCK (2011)

Penciled/Inked the remake of the 90's Mexican comic: *ULTRAPATO* (aka *ULTRADUCK*) published in English by ARCANA, in Spanish by Fixion Narradores and in French by Wanga Comics.

<http://www.arcana.com/reader.php?id=402>

Concept Artist at CG Bot (July 2012 – June 2014)

Create concept and animation for games.

<http://cgbot.com/>

Capstone – Stonearch (March 2014 – Current)

Comic Book Artist and Illustrator for children books (Freelancing)

Titles involved: "*Ninjarella*" (2014), "*The North Police*" (4 books 2014-2015), "*Jak and the magic Nano-Bean's*" (2015), "*Good morning Superman!*" (2016), "*Be a Star Wonder Woman!*" (2016), "*Good Dreams, Supergirl!*" (2017), "*Wonder Woman, Tales of Paradise Island*" (4 books TBR 2017-2018)

https://www.amazon.com/s/ref=nb_sb_noss?url=search-alias%3Daps&field-keywords=omar+lozano

Martoos Animation Studios (March 2015 – Current)

Visual Development Artist (Freelancing)

<http://martoosstudios.com/>

Released my own ArtBook "UP 'TIL NOW" (August 2016)

<https://www.etsy.com/listing/499107225/sketchbook-1-up-til-now>

Line Artist for LOS VALIANTS (2017) TBR

Penciled/Inked the remake of the 90's Mexican comic: LOS VALIANTS published by Fixion Narradores.

Darkhorse (2017 – Current)

Line Artist for 3 sequences in Guillermo del Toro's "*Trollhunters: The Felled*" (TBR)

Education

Universidad Autónoma de Nuevo León – International Business (Diploma)

9 Semesters (Ended Dec. 2009)

Focused on Finance, Marketing and Management.

Vancouver Art School (VANARTS) – 2D Summer Program (Certificate)

1 Month (End 27 July 2010)

2 weeks of classic 2D animation and 2 weeks of 3D animation (maya basic).

Awards

Butze-Vargas (2016)

Best Artist in *ULTRADUCK* (which also won for best *Script* and best *Graphic Novel*)

Exhibitions

Museo Pape – Monclova, Mexico (2016)

“El Quijote, imágenes y artistas” Exhibition for the 400th anniversary of the Quixote

Asociación Española de Amigos del Cómic – Spain (2017)

Exhibition for the 400th anniversary of the Quixote

Abilities

Software Skills

Photoshop - Advanced

Corel Pinter X, Illustrator, Flash, Sketchook Pro, Clip Studio Paint – Intermediate

After Effects - Basic

Art Skills

Self thought all the software I use at first for curiosity and after that because of assignment requirements on other jobs. My art style has been shaped from tons of influences and it has given me the chance to mold my style depending on the requirements of certain projects.

Objective

Try to bring the best knowledge to Mexico and push the industry forward to make better and competitive series and movies.

PORTFOLIO

<http://omarlozanoart.com>