

Daniel Mendoza Merino

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PROFESSIONAL SUMMARY

Hello and nice to meet you, I'm Daniel Mendoza, growing up my passion for videogames and film led me to want to pursue a career in concept art. I want to be part of a team and apply my skills as a concept artist to iterate on ideas and bring forth design solutions to the rest of the production team. Being able to work with a talented and passionate team and contribute to a valued product.

Aside from doing art and painting I also really like music and play guitar and sing in my free time. My musical inspirations make their way into some of my personal art as well through different textures and emotions.

EXPERIENCE

Project Atlas – Unrealised AAA Production (2026)

Independent AAA unrealised production concepts for horror fps with a focus on tactical design.

- Created concept art sheet and turnarounds for characters each with props that match with their character
- Researched and Created a sci-fi militaristic set of characters and props for a horror fps game concept.
- Completed a set of 3 weapons, a primary, secondary and tertiary weapon concept with turnarounds

Eva Ananova Ep Art – Debut EP Design (2026)

Cover Illustration of a pre-release post hardcore EP album set to release in 2026.

- Pre release EP set for release on 2026
- Worked on the cover illustration for a post hardcore EP

Hungry Daughters of Starving Mothers – Animated Short (2025)

Animated short with a 3 person team adapting the short story of Hungry Daughters of Starving Mothers by Alyssa Wong.

- Worked with a team to conceptualize, plan, and illustrate an animatic based on the short story Hungry Daughters of Starving Mothers by Alyssa
- Worked within the guidelines of the project and completed the animated short.
- Created 9 props for the project, 2 lighting keyframes, and finalized 2 scenes for the animated short.

CORE COMPETENCIES

Ideation and turnarounds	Photobashing	Photoshop
3D Modeling	Support Art	Clipstudio Paint
Uv Mapping		Blender
Reskins		Zbrush
Tactical Design	Adobe Suit	Marvelous Designer
Firearm and Weapon Design	3d Coat	DAZ 3D
3D Sculpting	Adobe Substance Painter	Procreate

EDUCATION

Artcenter College of Design - 2022 - 2026: BS in Entertainment Design - Concept

Christophe Young Mentorship - 2025