



SAM G.C.

Art Director / Illustrator / Graphic designer

DETAILS

Contacts

Mao, Minorca, 07702, Spain

contact@samgc.me

+34651887105

Date of birth

19/04/1978

PROFILE

Passionate author, illustrator and graphic designer with twenty years of experience creating and designing books, comics, posters, magazines and videogames.

EMPLOYMENT HISTORY

Art director, Impresiones Privadas, Mao, Minorca

MARCH 2018 – JULY 2020

Art director for the publications and collections (paper and ebooks) in www.impresionesprivadas.com

+ Book Cover design

+ Collection design

+ Web design

Children book illustrator/Author, Norma Editorial, Barcelona

JANUARY 2019 – PRESENT

Book author for kids:

+ *El sheriff Otto* (2019)

+ *Aprende inglés con DOG #1* (2019)

+ *Aprende inglés con DOG #2* (2020)

+ *Aprende inglés con DOG #3* (coming end 2020)

Head Graphic Designer, Norma Editorial, Barcelona

SEPTEMBER 1999 – JULY 2020

+ *Dragon Ball GT Official* (Spanish) Magazine (12 issues as head designer)

+ *¡Dibus! Magazine* (24 issues as head designer)

+ Logo design for animation series project

+ Graphic design for tabletop games and other cardboard merchandising

+ Comic book cover adaptations

+ Artist Art books design

+ Digital retouch of comics and images for translation purposes (from English or Japanese)

+ Manga and comic book lettering

Videogame - Concept Artist, Appnormals Team, Barcelona

JANUARY 2014 – JULY 2018

Concept Artist for the game SUPER BARISTA and the multi awarded game STAY: Are you there?

+ STAY: Are you there? (2017, senior concept artist)

+ SUPER BARISTA (2015, senior concept artist)

Videogame - Promotional Art

APRIL 2012 – APRIL 2017

Mojang Studio / Jinx

Promotional Artwork for the videogame *Minecraft* (Posters and t-shirts)

+ *Minecraft* official poster 1

+ *Minecraft* official poster 2

+ *Minecraft* official T-Shirt

Flippfly LLC

Promotional Artwork for the videogame *Race the Sun*

+ *Race the Sun* official poster

+ *Race the Sun* original Soundtrack cover

+ *Race the Sun* Steam Cards illustration

Priority Interrupt

Promotional Artwork for the videogame *Delver*

+ *Delver* official poster

+ *Delver* videogame cover

+ *Delver* Original Soundtrack cover

+ *Delver* official T-Shirt

Comic book Artist, Groupe Delcourt, Paris

JANUARY 2010 – JANUARY 2017

Art for graphic novels "Burmese Moons" (Published in USA by IDW in 2019) and the 2 volumes of "Notre Histoire" with Lilian Thuram.

+ Lunes Birmanes (Burmese Moons) / Art and color.

+ Notre Histoire Volume 1 / Art.

+ Notre Histoire Volume 2 / Art.

Freelance Graphic Designer, Grupo Planeta, Barcelona

2004 – 2007

Graphic design on comicbooks, mangas and books.

+ Cover logo design (Adaptation from English or Japanese to Spanish)

+ Digital image retouch or restoration

+ Scanning and edit of original comicbook pages or films.

+ Coloring of covers or other art from comics or books.

+ Adds design, interior pages designs for comics and books.

+ Collection concept design.

EDUCATION

Graphic Arts. Technical specialist in composition., Escuela Profesional Salesiana de Sarrià, Barcelona

1992 – 1997

LINKS

[Portfolio](#)

SKILLS

Adobe Photoshop

Adobe Illustrator

Comic book / Storyboard

Graphic Design

Adobe InDesign

Art Direction

Creative Writing

Illustration

LANGUAGES

Spanish

Catalan; Valencian

English
