

Juliane Hernandez Barone | Anebarone

2D Artist

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EXPERIENCE

**July 2023 -
Dez 2024**

**Trialforge Studio (Deathbound) - Environment and prop
concept artist + illustrations**

I was an environment and prop concept artist for Deathbound, a soulslike game with a “morphstrike” mechanic.

Our daily routine involved Blender, Photoshop, and Unreal, from concepts and key art to specific illustrations for cinematics, decals, textures, and misc. marketing material. Our initial stages involved building style and reference boards for each environment.

I created multiple side views of objects, detail callouts, and produced any kind of supporting illustration or reference for the production team.

Moreover, I'd occasionally use Unreal to help with set dressing or testing 3d asset sketches, with support from the 3D team.

2015 - present Freelance illustrator

I specialize in fantasy illustration and concept art (props, environments and characters), creating works for RPGs, cardgames, books, 3D games, and exclusive artworks for events.

My responsibilities are to lease with clients, to show solid knowledge of visual fundamentals, narrative, and communication, to follow schedules and file management — having the audience, file formats and medium in mind, technical knowledge of painting, editing, and some 3D softwares and game engines, communication and management tools, and the marketing side of running my business.

Client illustration highlights

KupoCon (2021-present)

A Final Fantasy fan event. I paint the event's landscape and environment "Tripom" collectible cards, totaling more than 100 illustrations as of 2026. I've also drawn the interior illustrations for "The Earth Shrine", by Micah Rodney.

Mistgate (2023-present)

Mistgate is an indie TTRPG and I've been collaborating with environment, character, and concept art for its setting.

Arcana Resurgence (2021-2022)

Multiple 90's-urban-fantasy themed illustrations for a Kickstarter-funded physical deckbuilding game.

Jambô Editora (2022)

Art for a Tormenta D20 (Brazilian TTRPG) campaign — "Expedição de Darvos"

**04/2019 -
09/2020**

KippCase Rigging Studio - Assistant Producer

This was a wonderful interdisciplinary experience with an ingenious team. KippCase rigs 3D models for pre-rendered animation such as films and marketing campaigns. I was the first line of contact with clients and potential clients, and also helped manage KippCase's website and social media.

I didn't create any rigs, but learned basic Maya and basic modeling principles necessary for a good rig, as we often had to evaluate 3D models (usually characters) when quoting projects or sharing feedback.

EDUCATION

Universidade São Judas Tadeu	Bachelor's degree, Design, 2012 - 2016
	Bachelor's degree, Philosophy, 2008 - 2010
Cultura Inglesa	<i>Preparatory Cambridge English Proficiency class</i> , 2012 - 2013

SKILLS

- Attention to detail and sticking to the original vision or worldbuilding;
- Some experience in art direction, in small projects and teams;
- Anatomy, perspective, lighting and composition notions;
- Matte painting, and stylized, semi-realist and realist drawing, be it digital or traditional;
- Creating material (from concepts to textures, tests, and key illustrations) and gathering relevant references for production teams;
- Previous experience with Illustrator and graphical design (such as making the Android button interface and logo for a Dreamcast emulator called Redream!), small game assets and textures, mascots, podcast banners, and misc. vector art — [I keep a few of these in my graphical design portfolio](#);
- Researching concepts, references, styles and genres, mood board creation;
- Documentation of our process and workflow, sticking to in-house conventions regarding file organization as a whole (such as naming and folder conventions, and layer separation);
- Communicating visual intention using shapes, color and space;
- Generating quick thumbnails and sketches as foundation work;

SOFTWARE PROFICIENCY

Clip Studio Paint, Krita, Adobe Photoshop.

Blender: I model simple 3D objects to use as bases or backgrounds for characters, environments, and objects, or build lighting setups to use as reference. I can also kitbash scenes with free assets from libraries for quick iteration or to make the foundation for a scene.

Unreal: I'd open our game (Deathbound) to take screenshots and use these for paintovers, or import and export 3D objects to test their scale or produce texture references. Sometimes I'd also make set dressings alongside the 3D team.

More tools: **Notion**, **Miro**, **Pureref**, **Google Drive**, **Hangouts**, **Discord**, **Slack**, **Monday**, **Diversion**, **sourcetree**.

LANGUAGES

Portuguese-BR: Native language

English: Professional proficiency

IN MY FREE TIME I...

- Play games (current games: Harvestella, Dragon's Dogma 2, Shin Megami Tensei V);
- Enjoy local or digital art workshops;
- I love worldbuilding and writing, and often revisit and polish my original settings, novels and characters via writing or drawing;
- Visit parks, nature & animal sanctuaries;
- Manage, and create content and the visual identity for my [art YouTube](#), live stream channels (gaming and [art](#)), and [gaming podcast/website](#).