

Daniela Indacochea Brigneti

Concept Artist | Visual Development Artist

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Summary: Graduate of Vancouver Film School's Animation Concept Art program (2026), pursuing a Bachelor's Degree in Digital Art with a concentration in 2D Animation at Tec de Monterrey (graduating 2027). Specialized in character design, prop design, and visual development for animation. Freelance background in character illustration and brand identity design. Seeking to contribute to feature animation production or video game production as a Concept Artist or Visual Development Artist.

Selected Projects

When We Forget — Visual Development for Indie Game Pitch | VFS Thesis Project

- Led solo visual development for a zombie-apocalypse indie game concept, covering character, creature, environment, and prop design
- Designed the protagonist with a full production model pack, plus a creature-design variant depicting their monster transformation
- Designed the game's environment and narrative-driven props (weapons, walkie-talkie), using visual symbolism to reinforce story themes

Lost Boys — Background Character Design & Model Packs | VFS Term 4 Project

- Designed 9 background characters for a darker reinterpretation of Peter Pan, matched to the visual style of the animated film Klaus
- Produced full production model packs for 2 characters and key art for the complete cast of Lost Boys, the project's primary background cast

Technical Skills

Software & Tools: Photoshop, Clip Studio Paint, Maya, Toon Boom Harmony, Mudbox, After Effects

Artistic Disciplines: Character design, prop design (custom/context-driven), visual development, digital painting, traditional illustration, logo & visual identity design

Production Knowledge: 2D animation pipeline, 3D modeling basics, color scripts, mood boards, pre-production to post-production workflow

Education

Animation Concept Art Program | Vancouver Film School Vancouver, Canada | Jul 2025 – Jun 2026

Bachelor's Degree in Digital Art (Concentration in 2D Animation) | Tec de Monterrey Mexico | Aug 2022 – Jun 2027

Graphic Design Studies | Universidad Peruana de Ciencias Aplicadas (UPC) Lima, Perú | Jan 2019 – Jun 2022

Experience

Freelance Illustrator & Character Designer | Self-employed 2020 – Present

- Designed and illustrated original characters for client commissions across digital platforms
- Designed logos and complete visual identities for client brands
- Created concept illustration work for music cover productions
- Managed end-to-end creative process from brief to final delivery, collaborating directly with clients

Director & Producer | YouTube Covers Channel (Independent Project) 2022 – Present

- Direct and organize a creative team of 8+ collaborators through full production cycles
- Oversee pre-production, production, and post-production for each music cover release
- Coordinate schedules, creative direction, and deliverables across the team

Languages

Spanish — Native

English — Professional Proficiency