Claudio Naccari

CHARACTER DESIGNER & ILLUSTRATOR

CONTACTS & LINKS
EMAIL · cl.naccari@gmail.com
PORTFOLIO · Claudionaccari.com
INSTAGRAM · IMDb

I am an Italian character designer and illustrator with 8+ years of experience in the animation industry (in-house and freelance), currently based in Montpellier, France.
In the recent years, I worked mostly as Lead Character Designer for clients such Boulder Media/Hasbro's Studios, Toon Boom Animation, and Brown Bag Films/Netflix. I have contributed to 2D and 3D pitch developments and TV productions, showcasing adaptability across diverse art styles and pipelines.

SOFTWARE & SKILLS

- Procreate, Adobe Photoshop & Illustrator, Clip Studio Paint, ShotGrid, Notion.
- Knowledge of both 2D and 3D animation pipelines, with the ability to adapt to different genres and styles.
- Strong creative design skills: character design, illustration and visual development.

EXPERIENCE

Character Designer & Illustrator – Freelance   May 2023 – Present
Exploration and creative development of characters and illustrations for various clients and
projects, including pitches, TV series, animated short films, and editorial illustrations.

Character designer Consultant – Toon Boom Animation Inc. – Montreal   Jan 2020 – July 2022
Creation of character concepts and model sheets for training and marketing.

Character layout/posing artist – Bidaya Media – Abu Dhabi   Aug 2021 – Jun 2022
Creation and supervision of clean 'on model' character poses based on storyboard shots,
for animation and marketing of the TV show "The adventure of Mansour: Age of A.I."

Lead 2D Character designer – Brown Bag Films – Dublin   Mar 2020 – Mar 2022
Creation of character concepts and props, turnarounds and colour rendering for
the Emmy-Winning series 'Ada Twist, Scientist' for Netflix, as well for internal development projects.

Lead concept Character designer – Boulder Media / Hasbro's Studio – Dublin   Aug 2019 – Jan 2020
Exploration and creation of characters for a "My Little Pony G5" 2D series development project.

Character designer – Boulder Media / Hasbro's Studio – Dublin   May 2017 – Aug 2019
Creation of character concepts, turnarounds, posing layout, expressions,
hands and mouth charts for the 2D TV show "Micronauts", S1 and S2.

Character designer | Illustrator | Vis Dev artist – Freelance   2012 – May 2017
Creation of character designs, children's and editorial illustrations, concept designs, and
coloring of comic pages for diverse projects and clients, including Rizzoli Lizard, Ankama Editions,
Wired Magazine, Pearson Education, Tunuè, and The CharacterShop.

EDUCATION

John Nevarez – Masterclass, Dublin   Oct 2019
Masterclass about concept art, visual development and storytelling.

Schoolism – Live workshop, Dublin   Oct 2018
Workshop taught by Stephan Martiniere, Megan Brain, Shannon Tindle, Sylvain Marc,
Nathan Fowkes, The Black Frog and Bobby Chiu.

Stephen Silver's Character Design Workshop, Birmingham, UK   Oct 2016
Workshop taught by Disney/Nickelodeon artist, Stephen Silver.

Schoolism - Painting with Light and Color   Jan 2016 – Mar 2016
Online course taught by Pixar artists, Dice Tsutsumi and Robert Kondo

Comics & Illustration + 2D Animation   2008 – 2011
Course at School of Comics / Grafimated Cartoon, Palermo, Italy

LANGUAGES

Italian (Native) - English (C1 Level)

INTERESTS

Passionate about traveling, cycling, culinary adventures, artisanal sourdough bread baking, sculpting, and engaging
in various DIY projects.

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Recommendations on my LinkedIn profile

References available upon request