

# Jurgen Schwarz

Concept Artist · Set & Prop Design · Visual Development · Color & Backgrounds · Character Design

## CONTACT

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## SPECIALTIES

- Concept Art
- Set Design
- Prop Design
- Visual Development
- Color Keys
- Backgrounds
- Character Design
- Environment Design

## SOFTWARE

- Photoshop
- Procreate
- Blender

## LANGUAGES

- Spanish: Bilingual
- English: Bilingual
- Portuguese: Bilingual

## EDUCATION

- BFA in Fine Arts**  
Universidad Complutense de Madrid  
2013–2017

## PROFILE

Concept artist and set designer with a Fine Arts background and 5+ years across feature animation, TV and games. I design environments, sets and props for both CG and 2D pipelines — from early visual development and color through production-ready assets. Studio experience at Core Animation, Lightbox and Capitán Araña, alongside character-design teaching at U-TAD.

## EXPERIENCE

- Set Designer** Jun 2025 – Present  
Core Animation · CG animated feature (undisclosed)
- Set Designer** Nov 2024 – Jan 2025  
SERU Animation · Undisclosed project
- Sets & Props Designer** Nov 2023 – Aug 2024  
Lightbox Animation Studios · TAD 4 — CG animated feature
- Freelance Set Designer** Nov 2023 – Mar 2024  
USERT 38 · 3D feature film
- Character & Sets Designer** Aug 2022 – Oct 2023  
Capitán Araña Films · NORBERT — 2D/3D feature film
- Freelance Concept Artist** Apr 2023 – Aug 2023  
BLIRP TV Studios · AR project (undisclosed)
- Freelance 2D Designer** Dec 2021 – Mar 2022  
Mago Productions · 2D TV show
- Lead Concept Artist** Oct 2021 – Aug 2022  
Swagsoft Holdings · AR mobile videogame
- Character Design Teacher** Feb 2024 – Present  
U-TAD
- Art Teacher** Jul 2023 – Oct 2023  
CADO
- Digital Art Teacher** May 2020 – May 2021  
Access Creative College