

BEATRICE MARINELLI

VISUAL DEVELOPMENT ARTIST
CHARACTER DESIGNER &
PROPS DESIGNER

Beatrice Marinelli is an Italian VisDev Artist and Character designer from Rome, she's a passionate and motivated artist pursuing a career in the animation and lustration industry. You would find a respectful, joyful and effective team member!



EXPERIENCE:

DOG HEAD ANIMATION

Layout Artist

Annaunced 2d Netflix Series March 2025

ACCADEMIA DELLE ARTI DEI CASTELLI ROMANI

art teacher

SEPTEMBER 2024- CURRENTLY

NASSE ANIMATION

prop designer

Nicopò (2d series)
OCTOBER 2024- NOVEMBER 2024

NASSE ANIMATION

prop designer

GO-GO Around Italy (Rai- 2d series) AUGUST 2024- SEPTMBER 2024

RIZZOLI

illustrator

Storie di Gea Linguaggi 2025, 4 e 5 APRIL 2024- CURRENTLY

AMUSE ANIMATION

prop designer

Increditales (3d series) APRIL 2023- JUNE 2023

MYSTIC HOUSE

vis dev artist

Cat Cafè (Pitch for a 2D series) APRIL 2023- JUNE 2023

ANOMALIA LAB

concept artist

Gentle Jaco (teaser for a 3D featured film) AUGUST 2022- SEPTEMBER 2022















EDUCATION

- CHARACTER DESIGN with JAVIER PINTO JULY 2023- OCTOBER 2023
- SPONSORED at THU CREATIVE CIRCLE Barcelona JULY 2023
- SCHOLARSHIP at DIGITAL PAINTING STUDIO by HARDY FOWLER JUNE 2023- DECEMBER 2023
- LIGHT & COLOR with DREW HARTEL JUNE 2023- JULY 2023
- CONCEPT ART and STYLE FRAME with ALMU REDONDO JULY 2023
- CHARACTER DESIGN with CESAR VERGARA MAY 2023
- VISUAL DEVELOPMENT MASTER LEV 2 IDEA ACADEMY 2021-2022
- VISUAL DEVELOPMENT MASTER LEV 1 IDEA ACADEMY 2020-2021
- FUNDAMENTALS of VISUAL DEVELOPMENT IDEA ACADEMY 2019-2020
- BACHELOR'S DEGREE in PHYSIOTERAPHY 2016-2019

LANGUAGES

- ENGLISH
- ITALIAN

SOFTWARE & MEDIA

- PHOTOSHOP
- CLIPSTUDIO
- PROCREATE
- ILLUSTRATOR
- BLANDER (Basic)

OIL, CHARCOLS, GOUACHES, PENCILS, INK

