



FELIPE CABEZÓN HERNÁNDEZ

Background Artist & Prop Designer

📞 692 331 348

✉️ felipecabezonhernandez.art@gmail.com

I am a 2D artist who specialises in cartoon style and over my experience, I have worked on illustration commissions, animation tv shows and videogames art.

Languages

Spanish: Native
English: B2 Trinity ISE II

Skills



Work Experiences

Prop Designer

Dschoint Ventschr Filmproduktion AG
February 2025 - Present
Prop design & prop Build up.

Concept Artist

Amuse Studios
September 2020 - December 2021
Making Vis.Dev. and designing Characters, Props, Environments and VFX.

Prop Designer

Tomavision Studio
October 2018 - November 2019
Props poses/build up, Ink & Paint and background art.

Concept Artist

Berlín:By:Ten
January 2019 - April 2019
Props and Environment design.

Concept Artist

Lightbox Academy
April 2018 - August 2018
Characters, Props and Environment Vis.Dev.

2D Artist & Tile Set Artist

Timeless Games
January 2017 - October 2017
2D general Art and Tiles set art for videogames.

Education

- Master's Degree in Illustration & Concept Art
Lightbox Academy
October 2017 - August 2018
- 3D Animation and Game development
CEV
October 2014 - April 2016



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