



# Mario Veltri

## CREATIVE DIRECTOR

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### BULLET POINTS

- **23 years of experience** in the Creative Industry, spanning *Art Direction, Visual Design, Motion and Digital Experiences*
- Proven ability to **shape and lead compelling creative visions** across products and campaigns
- Experience contributing to the development of commercially successful and **best-selling products**
- **Strong leadership mindset** with a focus on team growth, collaboration and knowledge sharing
- Solid understanding of real-time technologies (*Unreal Engine*)

### PROJECTS

#### VIDEOGAMES:

##### Aesir Interactive GmbH

- Windstorm, Legend of Khiimori  
(PC, Consoles)

##### Little Orbit

- Stonehold (PC, PS5 - Unreal)

##### Borb Games

- Wyrn Saga (PC - Unreal)

##### Dinox Industries

- Dinopark (Facebook Game)

##### Ubisoft Blue Byte GmbH

- Anno 1404 (iPad)

##### MegaZebra GmbH

- Mahjong Trail (Facebook Game)  
- Desperate Housewives (Mobile)

##### Travian Games GmbH

- Arkheim - Realms at War (PC, IOS)  
- Hyperdrome (Mobile)  
- Travian Legends Mobile (Mobile)  
- Travian Legends (Browser Game)  
- Port Liberty (Browser Game)

##### Mario Veltri - Entertainment

- Stoneage Reloaded (PC & Console)  
- Captain Commadillo (PC & Console)  
- Zombie Hunt (PC & Console)

#### MAGAZINES:

##### Edizioni Master S.r.l.

- PSM - Playstation Magazine  
- APP Magazine  
- Digital Home  
- Win Magazine  
- Idea Web  
- Computer Bild Spiel  
- Quale Computer  
- La mia Barca  
- DVD Magazine  
- Horror Magazine  
- Deeck (Yu-Gi-Oh!)

### FORMATION

#### Epic Games

*Unreal Fellowship Games 2025*  
2025 -2025

#### Future Training & Consulting GmbH

*Certificate of Completion, Advanced Unreal Engine Course*  
2024 -2024

#### The Animation Workshop

*Certificate of Completion, VFX course (movie visual effects)*  
2014 -2014

#### The Animation Workshop

*Certificate 3D Character Animation for Animated Features, TV Series and Games*  
2012 -2012

#### Accademia delle Arti e nuove Tecnologie

*Graphic Designer professional Certification*  
1999 - 2001

#### Scuola Internazionale di Comics

*Comics Artist professional Certification*  
1999 - 2001

#### Liceo Scientifico Pitagora

*Diploma di Maturità scientifica*  
1994 - 1999

### DRIVING LICENCES



### LANGUAGES

Italian .....Native  
English .....Very Fluent  
German .....Fluent  
Spanish .....Basic



## SOFTWARE KNOWLEDGE

- Photoshop
- Illustrator
- After Effect
- InDesign
- Figma
- Maya
- Zbrush
- Substance Painter
- Unreal Engine
- Unity
- Nomad Sculpt
- Cozy Blanket

## LEADERSHIP SKILLS

- Art Direction
- Creative Direction
- Team Leadership
- Project Management

## ART-TECH SKILLS

- Concept Design
- Illustration
- Sculpting
- Icon Design
- Logo Design
- Graphic Design
- Magazine Design
- Motion Design
- VFX (including real-time)
- Game Developing (via Blueprint)
- 3D Animation
- 2D Animation
- C++

## SOFT SKILLS

- Team Building
- Mentoring
- Teaching

## INTERESTS

- Martial Arts
- Role Playing Games
- Board Games

## CAUSES

- Environment
- Animal Welfare
- Gender Equality

## WORK EXPERIENCE

### Senior Technical Artist - Aesir Interactive

Nov 2025 -Present

- *Worked on the project Legend of khiimori, specifically the intro video and the final transition to gameplay, I also worked on several UI elements and effects..*

### Creative Director - Mario Veltri Entertainment

Apr 2024 -Present

- *Leveraged 23 years of experience to develop and execute projects, including videogames and commercials, ensuring high-quality visual consultancies.*
- *Currently developing 3 indie games: **Captain Commadillo** (Third person shooter), **Stoneage Reloaded** (Platformer) and **Zombie Hunt** (First Person Shooter).*

### Freelance Art Director - Pylat Games

Feb 2025 -Present

*Utilizing my skills in visual and technical art, I am contributing to the definition of the visual and narrative style of an original game developed in Unreal Engine.*

### Visual Experience Producer - Travian Games GmbH

Feb 2022 - Apr 2024

- *Enhanced visual appearance, sound design, and color palettes, maintaining best practices of visual communication.*
- *Implemented innovative design concepts and aligned the product with industry trends.*

### Expert UI Artist - Travian Games GmbH

Oct 2018 - Feb 2022

- *Directed the visual development of the games **Hyperdrome** and **Arkheim - Realms at War**, ensuring usability, visual appeal, and scalability across multiple devices and screens.*
- *Enhanced user experience by implementing innovative design concepts, ensuring user engagement.*

### Senior UI Artist - Travian Games GmbH

Nov 2017 - Oct 2018

- *Directed the visual look of all company products, ensuring high-quality visual communication, gamification, playability, and engagement.*
- *Enhanced visual appearance, sound design, and color palettes, maintaining best practices of visual communication.*

### Game Artist - UX/UI - MegaZebra GmbH

Feb 2016 - Nov 2017

- *Designed visuals for **Mahjong Trails** and **Desperate Housewives** (mobile), focusing on visual appeal, clean UI, and usability.*
- *Improved user experience through innovative, trend-aligned design solutions.*
- *Maintained high standards of visual communication and usability.*

## HONOR & AWARDS

### Ballistic Publishing

I was featured in the Art Book *Exposè* from **Ballistic Publishing**, the editorial product curated by Paul Hellard and Daniel P. Wade

### Advanced Photoshop

I won the “**Web Challenge**” award with my undead dragon artwork

### Fotocult Magazine

I won the Photosculpture contest organised by the magazine Fotocult

### Advanced Photoshop

I won the “**Best in Show**” award issued by the magazine **Advanced Photoshop** which published some of my artworks along with an interview

### Flame Tree Publishing

One of my Artwork depicting an undead Dragon was featured in the *Dragon Art* book from **Flame Tree Publishing**

### Creative Pool

The british magazine **Creative Poll** dedicated me a **Spotlight** interview featuring my design creations

## WORK EXPERIENCE

### Freelance UI Designer - Ubisoft Bluebyte

2012 - 2015

- Developed several mockups and UI game assets for **Anno 1404** iPad version, enhancing visual appeal and usability.
- Ensured alignment with brand guidelines and industry best practices, contributing to a cohesive user experience.
- Collaborated with the design team to implement innovative design concepts, increasing user engagement

### Freelance UX/UI Designer - Eco-Mind S.R.L

Oct 2011 - Feb 2016

- Guided a skilled dev team to deliver user-friendly, polished products
- Partnered with top clients like **Mediolanum** and **Pirelli** to streamline dev time with high-quality visual solutions
- Offered expert design consultancy, boosting results through trend-aware, industry-best practices

### Game Artist - UX/UI - Dincox Industries

Dec 2011 - Mar 2012

I worked in London for the small indie studio Dincox Industries, we developed together a Facebook game called **DinoPark**, a tycoon game where you manage a theme park with dinosaurs. I took care of the Ui, the character creation and the environment design

### Art Director - Edizioni Master

Dec 2008 - Mar 2011

In my experience as Art Director I coordinated 4 teams of 4 people for a total of 16 designers. We created together best selling products like APP Magazine and also took care of the production of several other magazines, including Digital Home, Computer Bild, and PSM

### Lead Graphic Designer - Edizioni Master

Feb 2016 - Nov 2017

- Led a creative team to deliver high-quality, boundary-pushing visuals
- Directed projects aligned with brand goals, ensuring client satisfaction
- Introduced innovative designs, elevating visual impact and consistency

### Graphic Designer - Edizioni Master

2022 - 2024

I worked as a graphic designer and illustrator for Cromatika. I learned loads of things about design, technical skills and team-working

*My motto: Do what you love, love what you do!*