

Nico Sciuto

Visual Development & Illustrator

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NICO STUDIO

EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts in Illustration for
Entertainment + Concept Art
2023-2026 (Expected)

Dean's list 2023, 2024, 2025

SKILLS

- Procreate
- Adobe Illustrator
- Adobe After Effects
- Blender
- Adobe Photoshop

LANGUAGE

- Spanish (Native)
- English

WORK EXPERIENCE

Intern, The Breman Museum | Rebranding

February 2025 - Present

Assisted in rebranding initiatives during a museum internship. Collaborated with the team on design-related tasks and helped align branding materials with the institution's evolving mission and audience engagement goals.

OuterTide ITGM Project | Environment + Splash Artist

September 2025 - Present

Created promotional assets including key art, logo design, and posters. Led environment concept development through detailed explorations of mood, composition, and worldbuilding. Collaborating closely with the team to support marketing and in-game aesthetic consistency.

Project Rodent ITGM Project | Splash Artist

September 2025 - Present

Produced promotional artwork including posters and key visuals. Contributed to visual development through asset and prop explorations. Supported the team in building a cohesive visual identity across both marketing and in-game elements.

Self-Directed Freelance for Clients

January 2020 - Present

Independently completed commission work for a client's personal use. Maintained clear communication and effectively integrated multiple references into a cohesive and consistent art style.