



MELINA AILIN SANCHEZ CAÑETE

Vis Dev artist, illustrator and graphic designer

Hi! I'm Melina, a visual development artist, illustrator and graphic designer based in Argentina.

I strive to create designs for story-driven projects, such as animated films and series, video games and books.

I consider myself a detail-oriented, hardworking person willing to learn at every step of the way and always open to new opportunities.

EDUCATION

GRAPHIC DESIGN STUDENT

Universidad de Buenos Aires (UBA) – Facultad de Arquitectura Diseño y Urbanismo (FADU)
2021 – actual

ADVERTISING DESIGN AND COMMUNICATION

(with honors 2016 – 2017)
Escuela Técnica Raggio (high school)
2015 – 2020

COMPLEMENTARY EDUCATION

ANIMATION FILM

Escuela Nacional de Experimentación y Realización Cinematográfica (ENERC)
2021

ILLUSTRATION MASTERCLASS SERIES

Escuela Da Vinci
2021

CREHANA

Introduction to digital illustration –
Scenario Concept Art
2021

TRAINING CYCLE IN BRIEF AND ADVERTISING DESIGN

Asociación Argentina de Publicidad (AAP)
(Usina de Justicia, Kentucky, OSDE & Telefó)
2020

CLUBES TED-ED

Presentation of ideas through short talks
2020

SKILLS

ADOBE SUITE

Illustrator, Photoshop, InDesign, After Effects

ADOBE SUITE

OFFICE

LANGUAGES

SPANISH – native

ENGLISH – B1

PORTUGUESE – basic (CLE CIC)

EXPERIENCE

CREATIVE STORYBOARD

Nodus Company
2023 – actual

GRAPHIC DESIGN / VISUAL ARTIST / ILLUSTRATOR

Freelance
2020 – actual

GRAPHIC DESIGN

Fundación Regenerar (Professional practices)
2020