



# 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