



🎓 EDUCATION AND TRAINING

📖 MASTER'S DEGREE IN CONCEPT ART

🏠 TEESIDE UNIVERSITY, UNITED KINGDOM
🕒 2018/2020

- Computer Games Creation Society.

📖 BACHELOR'S DEGREE IN FINE ARTS AND MULTIMEDIA

🏠 KANKAANPÄÄ SCHOOL OF FINE ARTS, FINLAND
🕒 2017

🏠 UNIVERSITY OF ÉVORA, PORTUGAL
🕒 2014/2017

📖 PUBLICATIONS

INKED FAIRYTALES ZINE, MARCH 2019.
Featured Artwork: *The Light Princess*.

SOLAR SESIONS: A HANDSHAKE
COLLABORATIONS PROJECT, SEPTEMBER 2018.
Featured Artwork: *Jupiter*.

🎮 GAME JAMS

LUDUM DARE, 5TH AND 6TH OF OCTOBER 2019.
2D Artist: *Archibald's Amazing Adventure*.

🖱️ TOOLS

Ps Adobe Photoshop
FULL PROFICIENCY

Pr Adobe Premiere
FULL PROFICIENCY

Ae Adobe After Effects
BASIC PROFICIENCY

Blender
BASIC PROFICIENCY

Cinema 4D
BASIC PROFICIENCY

Unreal
BASIC PROFICIENCY

📁 PROFESSIONAL EXPERIENCE

📁 VISUAL DEVELOPMENT ARTIST

👤 BLIZZARD ENTERTAINMENT, UNITED KINGDOM 🕒 DECEMBER 2021 – PRESENT

I'm currently working together with the *World of Warcraft* team to help create and develop new fantastical biomes, cities and cultures for our upcoming expansions. So far, I've had the opportunity to collaborate with several art and design departments to develop culture kits, having especially focused on architecture and prop design.

📁 CONCEPT ARTIST

👤 RARE LTD, UNITED KINGDOM 🕒 JULY 2020 – DECEMBER 2021

Worked together with the *Sea of Thieves* team alongside *Disney* to develop a new update for the game in collaboration with the *Pirates of the Caribbean* franchise - *Sea of Thieves: A Pirate's Life*.

- Helped develop the world of *Sea of Thieves* further by exploring and designing new locations and areas, together with props inspired by and translated from the movies and park ride of the *Pirates of the Caribbean*.
- Illustrated multiple in-game lore books, defining an art direction and style for the envisioned drawings of the character Tia Dalma/Calypso.

🏆 BAFTA • MARCH 2021
Sea of Thieves team was awarded the BAFTA Games Award for Evolving Game.

📁 CONCEPT ART INTERN

👤 RARE LTD, UNITED KINGDOM 🕒 JULY 2019 TO JULY 2020

Worked alongside the *Sea of Thieves* team in designing cosmetic items for the in-game store, ranging from character and pet clothing, to weapons and props. Furthermore, worked closely with the Design team to concept several props for story quests and with the Community team to bring player immortalizations into the game.

🗨️ INTERVIEWS AND PRESENTATIONS

TEESIDE UNIVERSITY CONCEPT ART MA COURSE, MARCH 2023.
TEESIDE UNIVERSITY, UNITED KINGDOM. Guest lecturer. Presented a lecture on "Visual Development Art: Worldbuilding and Storytelling" for the university's concept art students.

XBOX SHOWCASE – SEA OF THIEVES: A PIRATE'S LIFE SHOWCASE, JUNE 2021.
RARE LTD, UNITED KINGDOM. Interview for the Xbox Showcase on the design work developed as a concept artist in *Sea of Thieves: A Pirate's Life*.

MULTI WEEKS CONFERENCE 2021, MAY 2021.
UNIVERSITY LUSÍADA OF LISBON, PORTUGAL. Guest lecturer. Presented a webinar on "Concept Art: Design and Illustration in the Entertainment Industry".

💡 INTERESTS AND ACTIVITIES

📷 PHOTOGRAPHY • [HTTPS://WWW.BEHANCE.NET/CATARINAPULLI](https://www.behance.net/catarinapulli)

I am interested in nature and architectural photography and particularly love working with macro lenses where I can explore light and colour on a bigger focus.

🍳 CULINARY

In my spare time I enjoy learning about cooking techniques and experimenting with new ingredients. I often use these as reference and inspiration for my own on-going personal projects.