

AZAHARA QUESADA TELLEZ

Concept Artist | 2D Designer | Location & Color Specialist

HSQ, Kilmainham, Dublin Ireland (+353) 89 4566311 | azaharaquesadatellez@gmail.com

Portfolio: www.azaharablue.com

LinkedIn: azaharaquesada

SUMMARY

Concept artist and 2D designer with extensive experience across feature film and TV animation. My work focuses on environment design and visual storytelling, always adapting to the style and direction of each production.

I have a strong understanding of animation pipelines both in 2D and 3D productions. Recently, I have been working in a supervisory role, supporting artists and helping maintain visual coherence and technical quality..

SKILLS

2D Design & Visual Development

Location design, character and prop design, colorscript, background design

Technical

Photoshop, Shotgrid, strong digital painting and design skills

Pipeline & Production

Experience working within animation pipelines, consistency and quality control

Additional

Strong eye for color, lighting, and composition

Adaptable to different styles and project requirements

WORK HISTORY

BG Layout Supervisor

Peekaboo Animation – *The Triplets*

Nov 2025 – Present

- Leading the background-layout team across production
- Reviewing layouts to ensure consistency in perspective, staging, and design quality
- Collaborating with art direction, production, and other departments to maintain visual coherence
- Supporting artists and helping resolve workflow and production challenges

Senior Concept Artist & Color Script Artist

Feature Film: Tadeo Jones 4

Lightbox Animation Studios

Dec 2024 – Apr 2025

- Developed color scripts to define mood, lighting, and storytelling across sequences
- Contributed to visual development and environment design
- Worked closely with directors and art team to align visual direction

Color Script Artist

Feature Film: Monster Mia

Arxlight Pictures

Apr 2024 – Oct 2024

- Created color scripts to guide emotional tone and continuity
- Collaborated with lighting and art departments throughout production

Senior Concept Artist

Feature Film: Monster Mia

Arxlight Pictures

Sept 2023 – Apr 2024

- Designed environments and key visual elements during early production stages
- Helped define visual style and direction

Illustrator

Royal College of Psychiatrists

Oct 2023

- Created educational illustrations for medical learning materials

Lead Character & Background Designer

The Last Set – Elk Studios / Frameworks Animation

Funny Little Monsters – Elk Studios / RTE

Jul 2022 – Aug 2023

- Led character and environment design across productions
- Ensured consistency in style and supported storytelling through design

Senior Background Painter

TV Series (Apple TV)

Dog Ears / Apple

Jan 2022 – Jul 2022

- Produced final background paintings and color assets in Photoshop
- Followed art direction and maintained consistency across episodes

VisDev & Senior Location Designer

TV Series (Apple TV)

Cartoon Saloon / Apple

Oct 2020 – Jan 2022

- Designed locations and contributed to visual development
- Defined color, lighting, and mood for environments

Location & Color Designer

Viking Skool – Cartoon Saloon / Disney

Oct 2019 – Aug 2020

- Created environment designs and color keys
- Collaborated with animation and layout teams within production pipeline

Location & Color Designer

Dorg Van Dango – Cartoon Saloon / Nickelodeon

Oct 2018 – Aug 2019

- Developed background designs and color direction for series production

Designer

Board Game: *Narcos*

2017

- Designed visual assets for board game production

EDUCATION

Higher Diploma in Classical & Computer Animation

BCFE, Dublin – 2013

Degree in Fine Arts
UMA College, Spain – 2011

Additional Training:

Directing Storyboard – Dan Nosella (Animation Skillnet)

Color & Light – Dice Tsutsumi & Robert Kondo (Schoolism)

ADDITIONAL INFORMATION

Strong experience across feature film and TV animation

Comfortable working in fast-paced production environments

Based in Dublin | Eligible to work in Ireland