

## **Juan Becerra-Gomez**

I have a great interest in storytelling and concept art in the entertainment field.

When I do a job, I want to use my time to make works that display not only my artistic level, but also my narrative ability. Since I was a boy, I have had an affinity for stories that involve a bit of suspense. Stories such as Silent Hill and Max Payne, where the protagonists were involved in a situation of high stress and confusion, were a part of my childhood growing up. Stories that have a dark setting have always caught my attention ever since the first time I saw them. Despite these works being very scary to me, I kept wanting to know more and to turn over every piece of the world until I knew everything about the backstory. The aspect that always inspired me the most is how the “world building” process for these stories went so deep. Discovering how to do this myself has been something I've been working on through my art. I use my art to practice building narratives for them, and tell a story for the viewer. The dark and gritty stories that influenced my childhood hold an important role for my respect for world building, and I use these works to help build my own now. My art now focuses on conceptualizing the narratives that I visualize, helping me to express what I think a good story is.

<https://juanbecerrago.wixsite.com/conceptdesign>