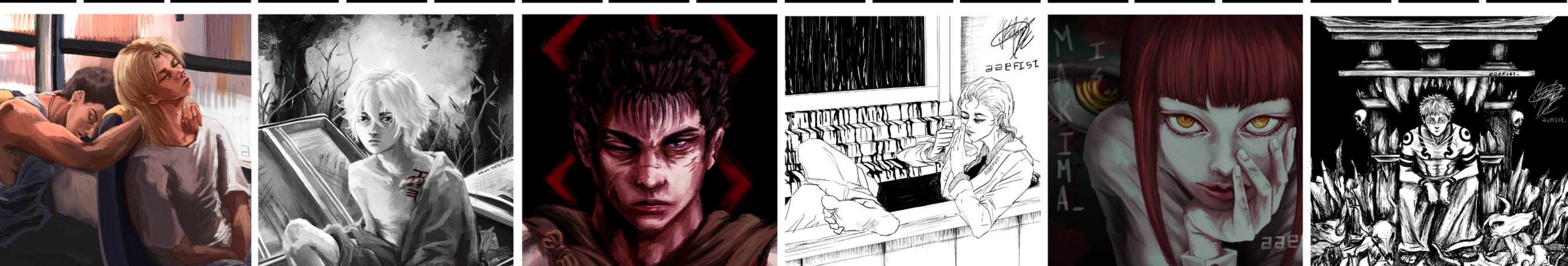
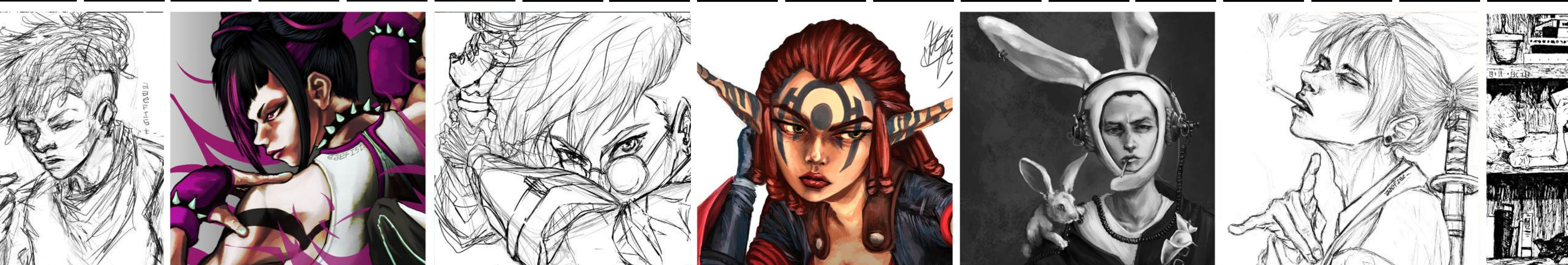
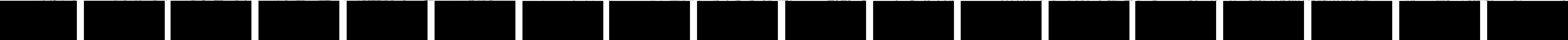




STEFANIA BACCINO

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artstation: [aaefist](https://www.artstation.com/aaefist)
behance: [stefania baccino](https://www.behance.net/stefania_baccino)
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CHARACTERS	04	Object-inspired character designs <i>After Us</i> <i>Little Bunnies</i> <i>The Guardian of Roses</i> <i>Life's Weight</i> Sketches
CONCEPT ART	39	Proyectos personales. Trabajos en proceso
VISUAL STORYTELLING	50	Storyboards, comic/manga layouts and sketches
ILLUSTRATION	56	Color Illustrations
	64	B&N illustrations
FANART	62	Digital illustrations. Anime & video games
ABOUT ME	78	Skills, tools, and contact information.
PROJECTS	79	<i>Remaining One.</i> Video game <i>Bubble Bee.</i> Video game <i>Puertas.</i> Web comic <i>De cara al lago.</i> Video game



Character and Concept Desing



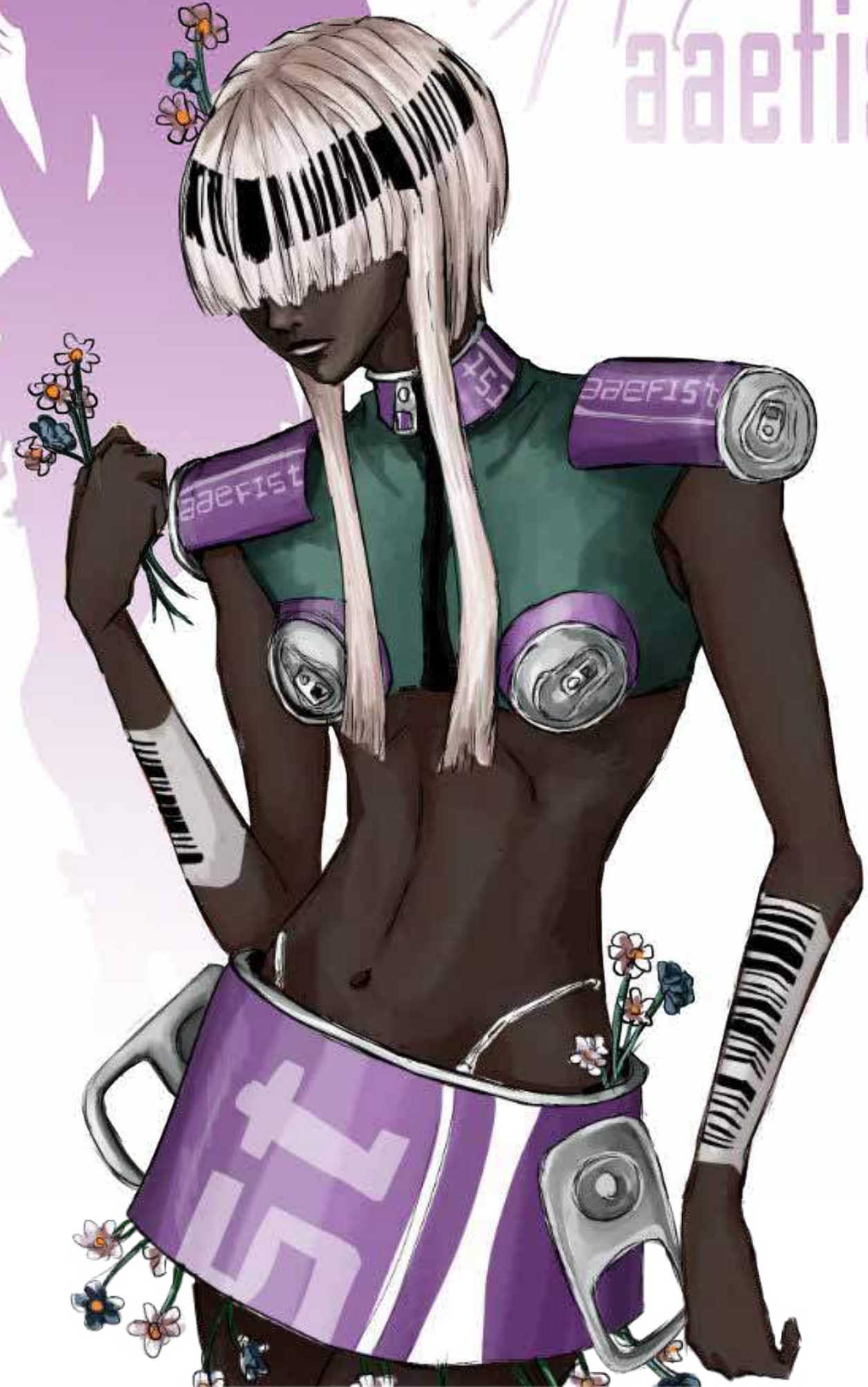


References Used



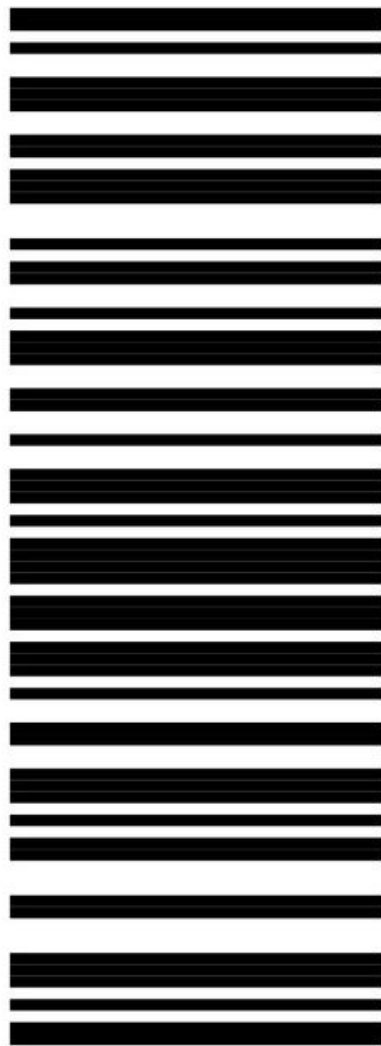
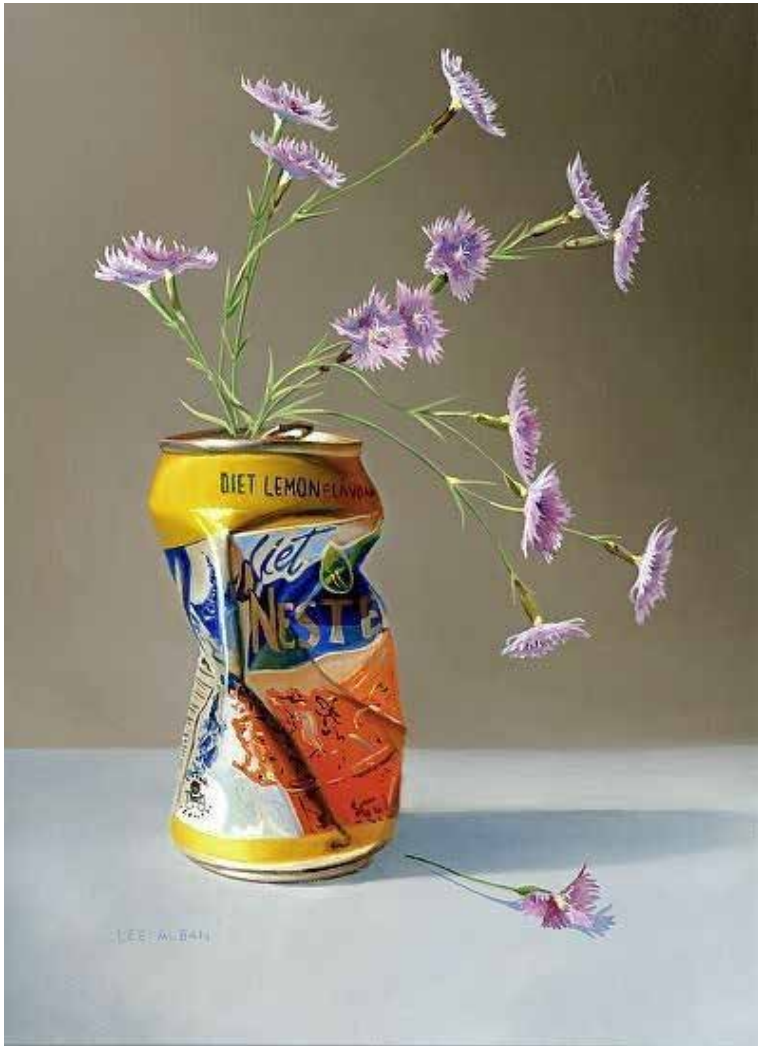


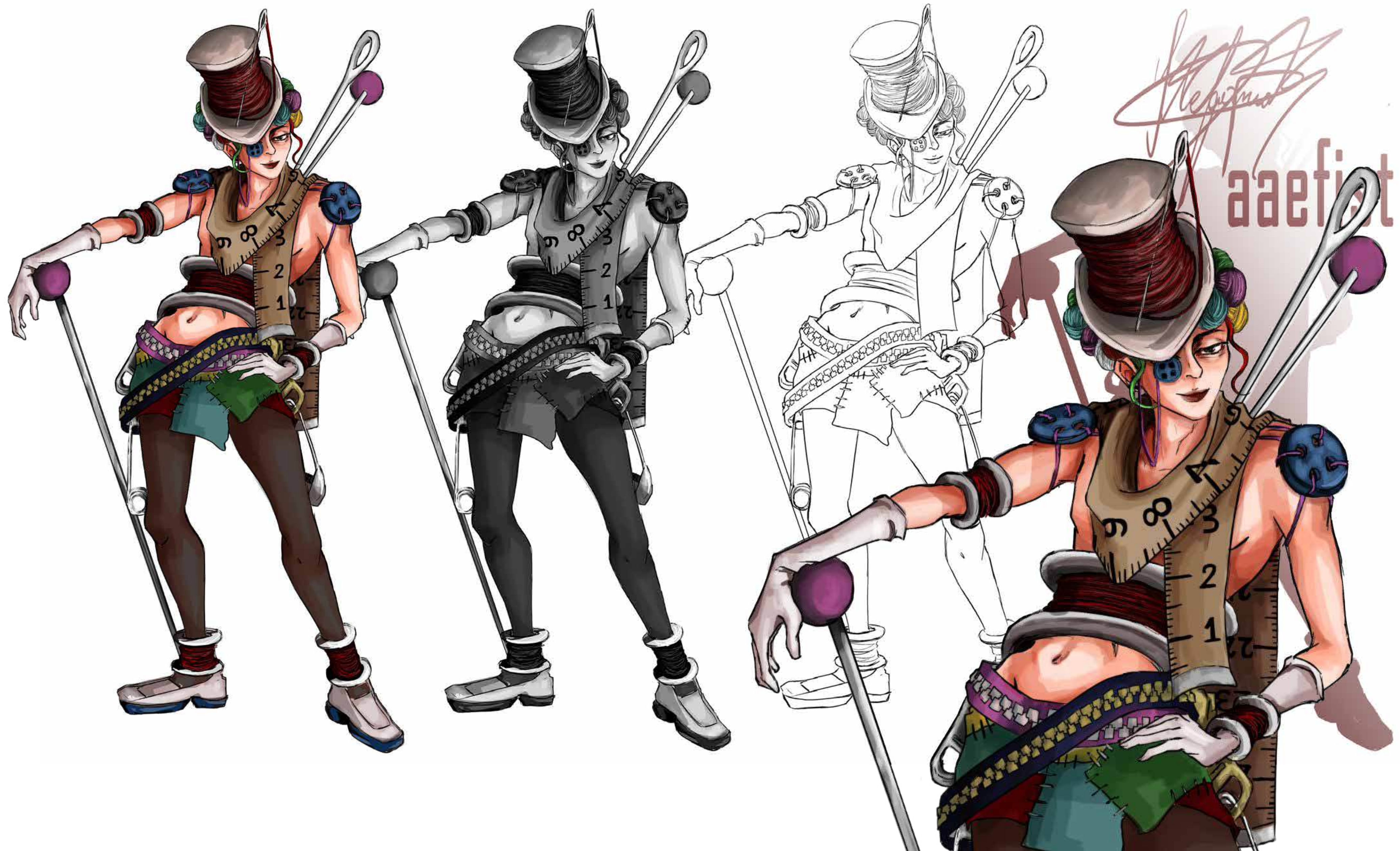
Steph
aaefist





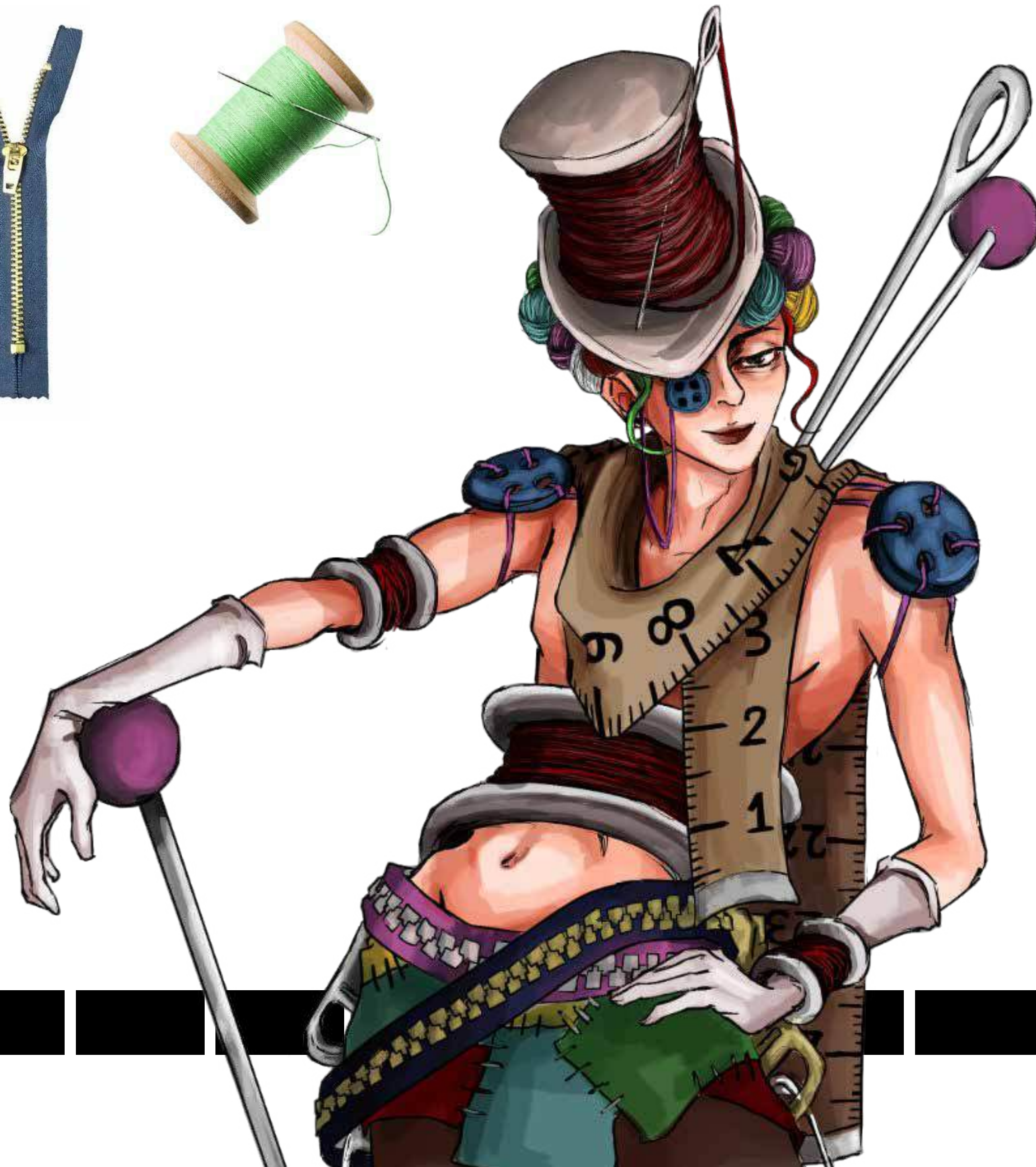
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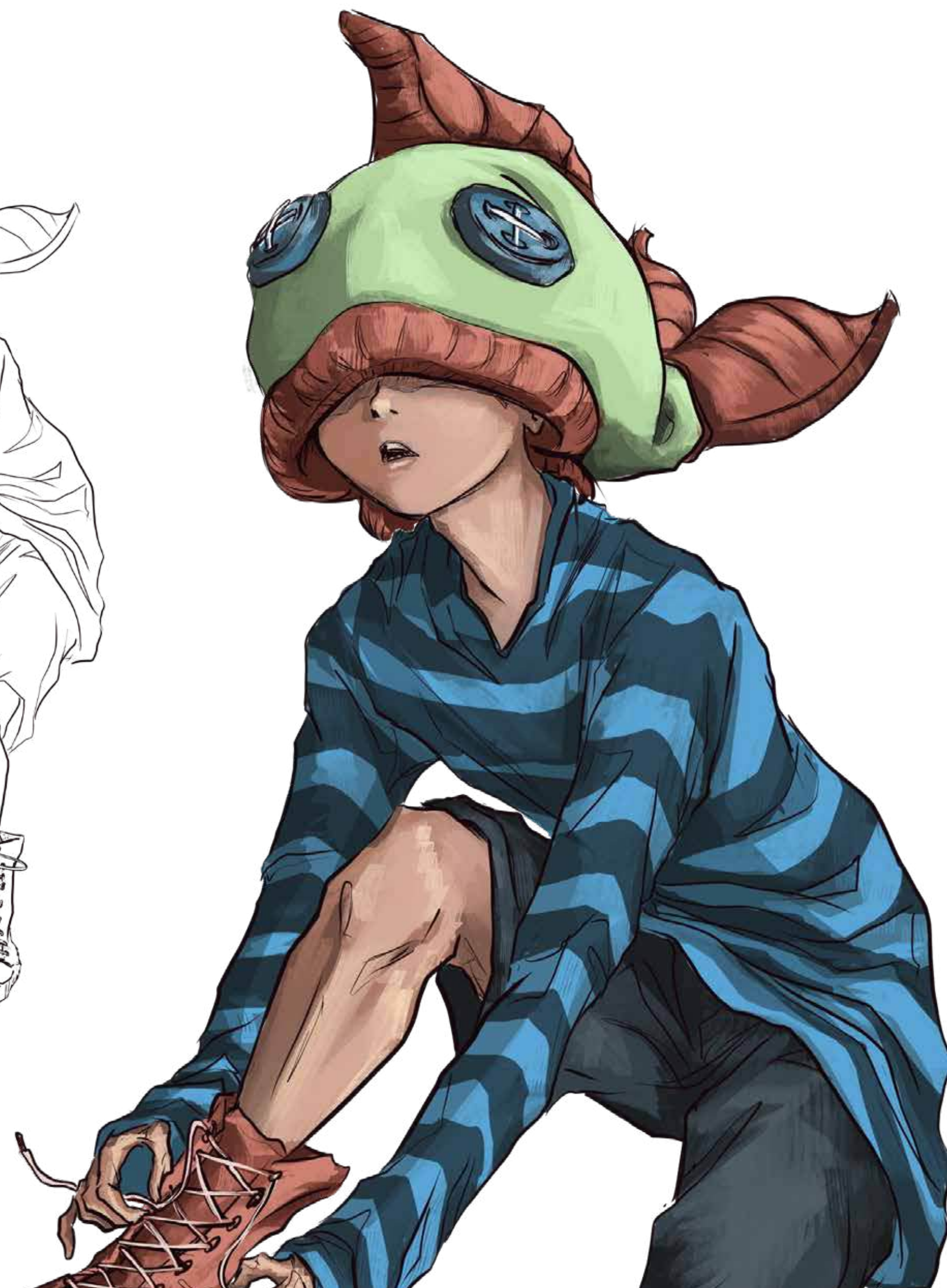






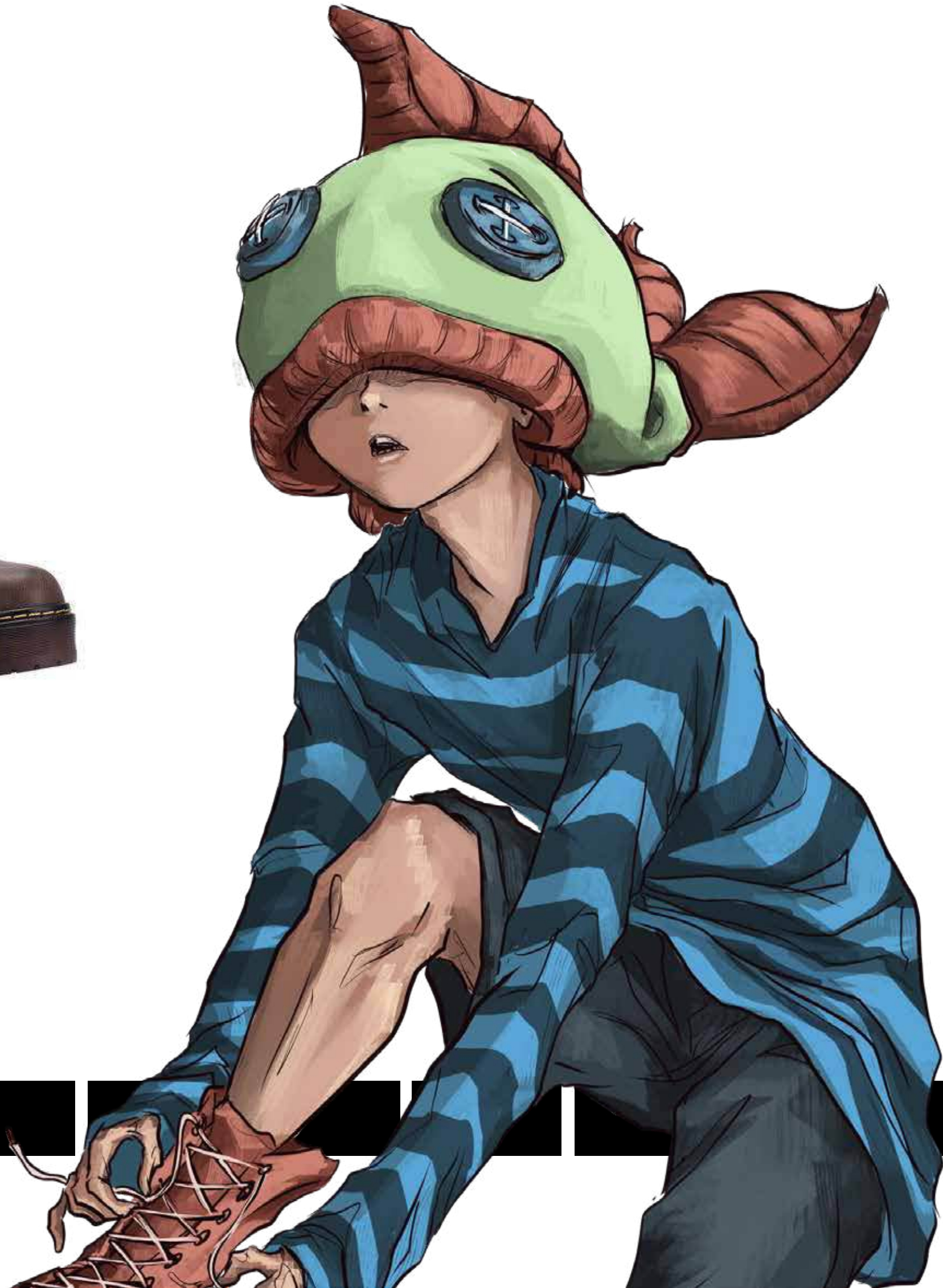
Referencias usadas





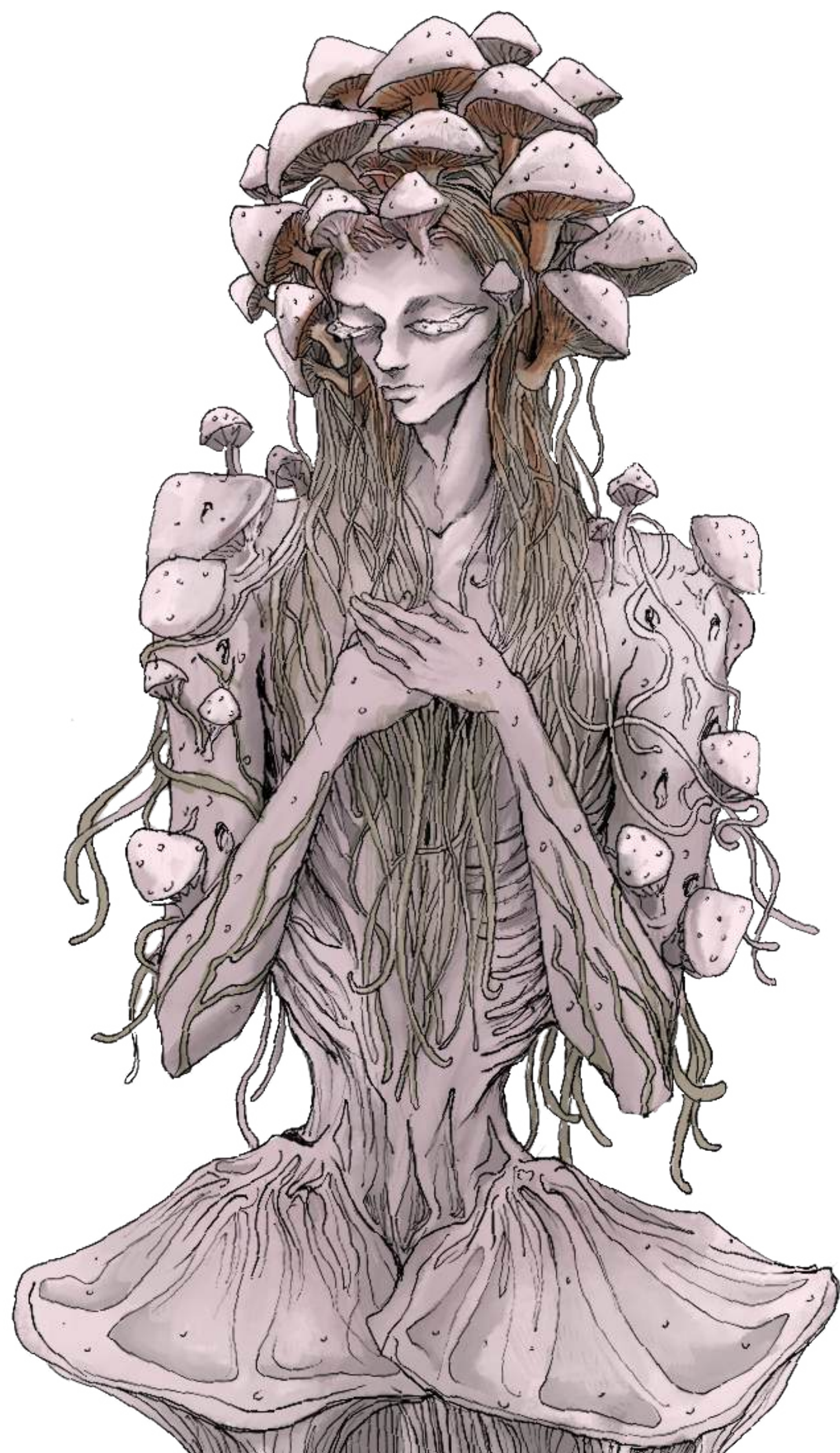


Referencias usadas



AFTER US - COMIC
Character and
Concept Desing







References Used



Silhouettes



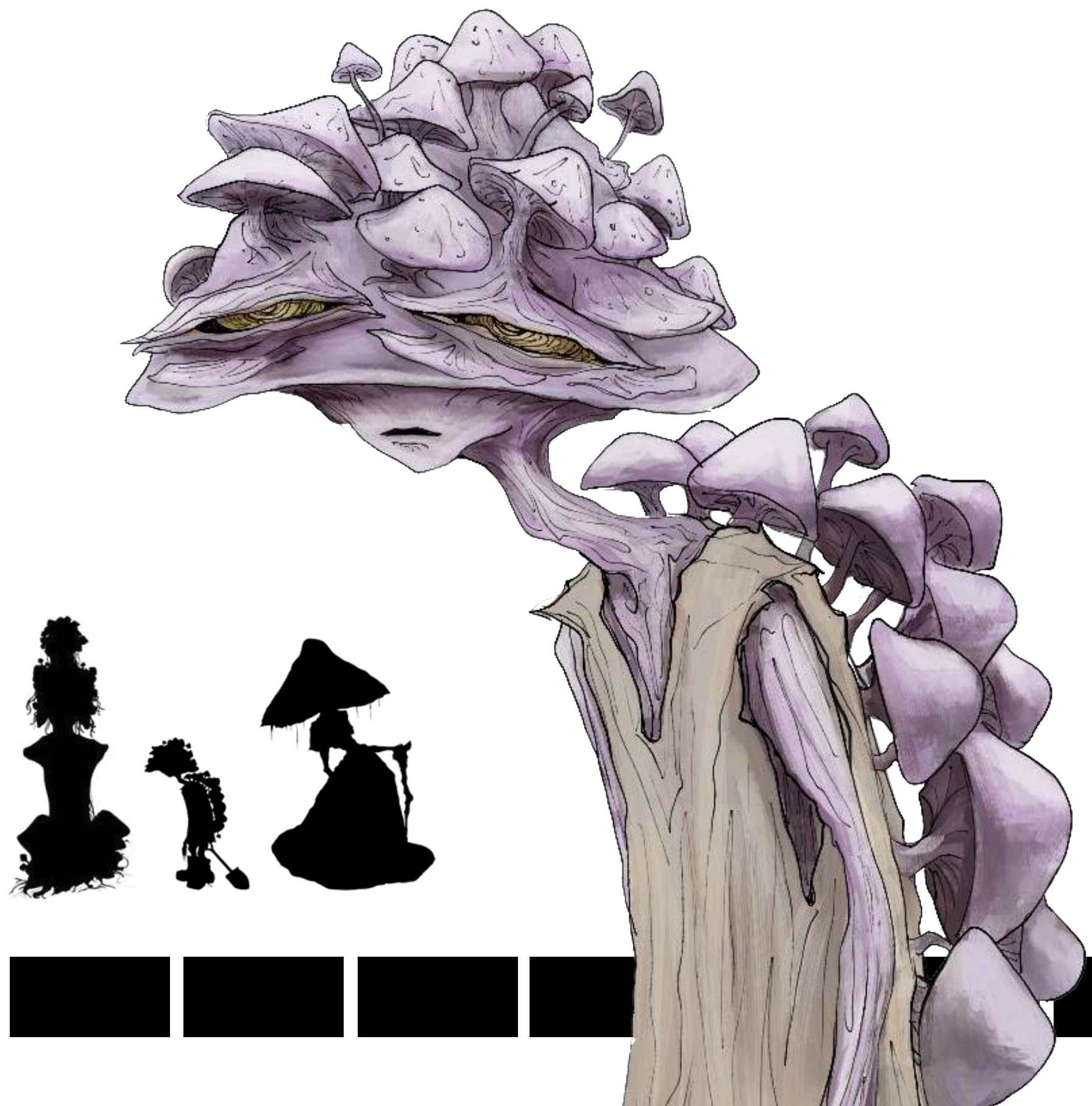




References Used



Silhouettes







References Used

Silhouettes



LITTLE BUNNIES
Rabbit-Inspired Characters.



BARFIST

Sketches & Variations











THE GUARDIAN OF ROSES
Character and Concept Desing



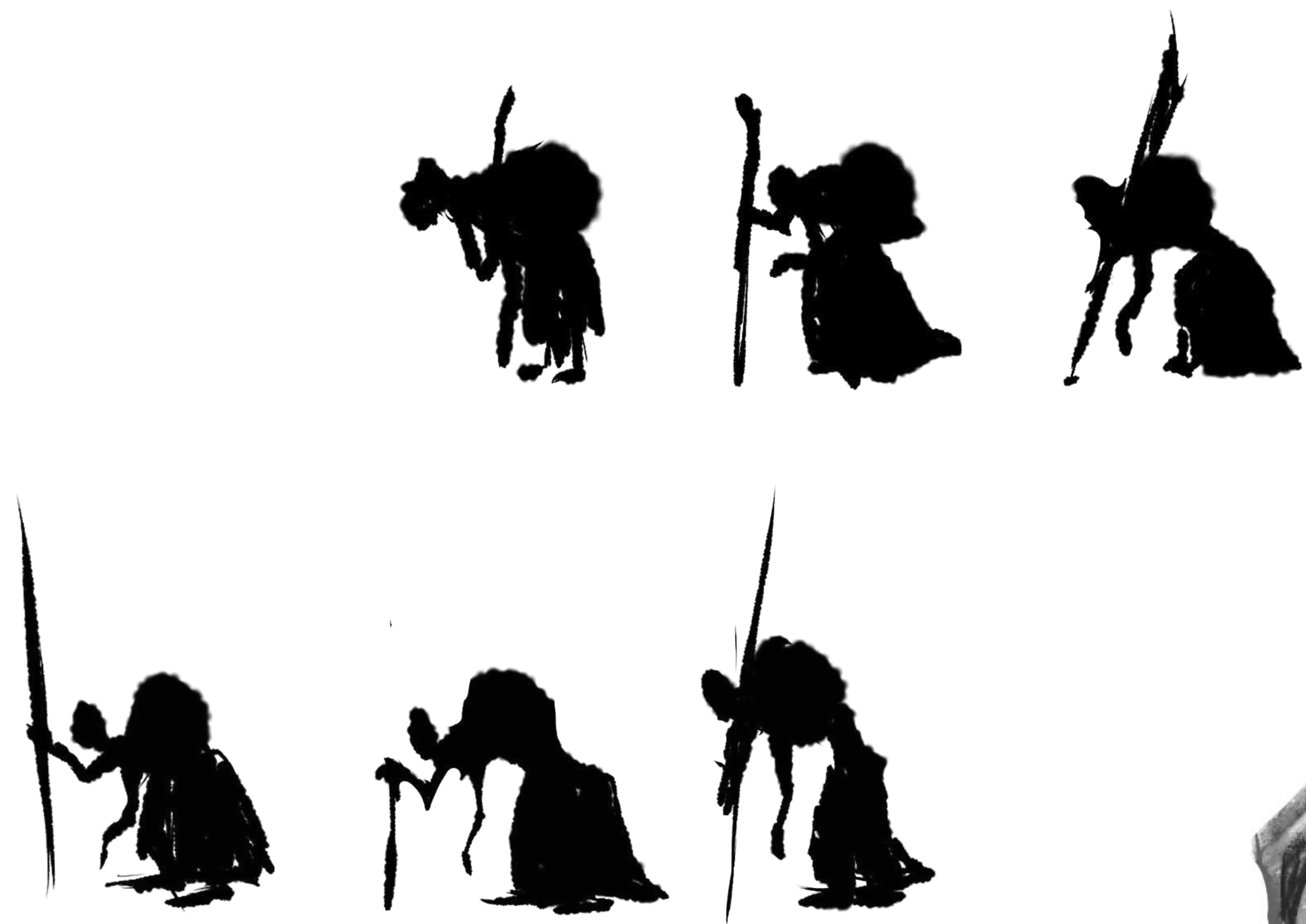
Silhouettes and iterations







Siluetas



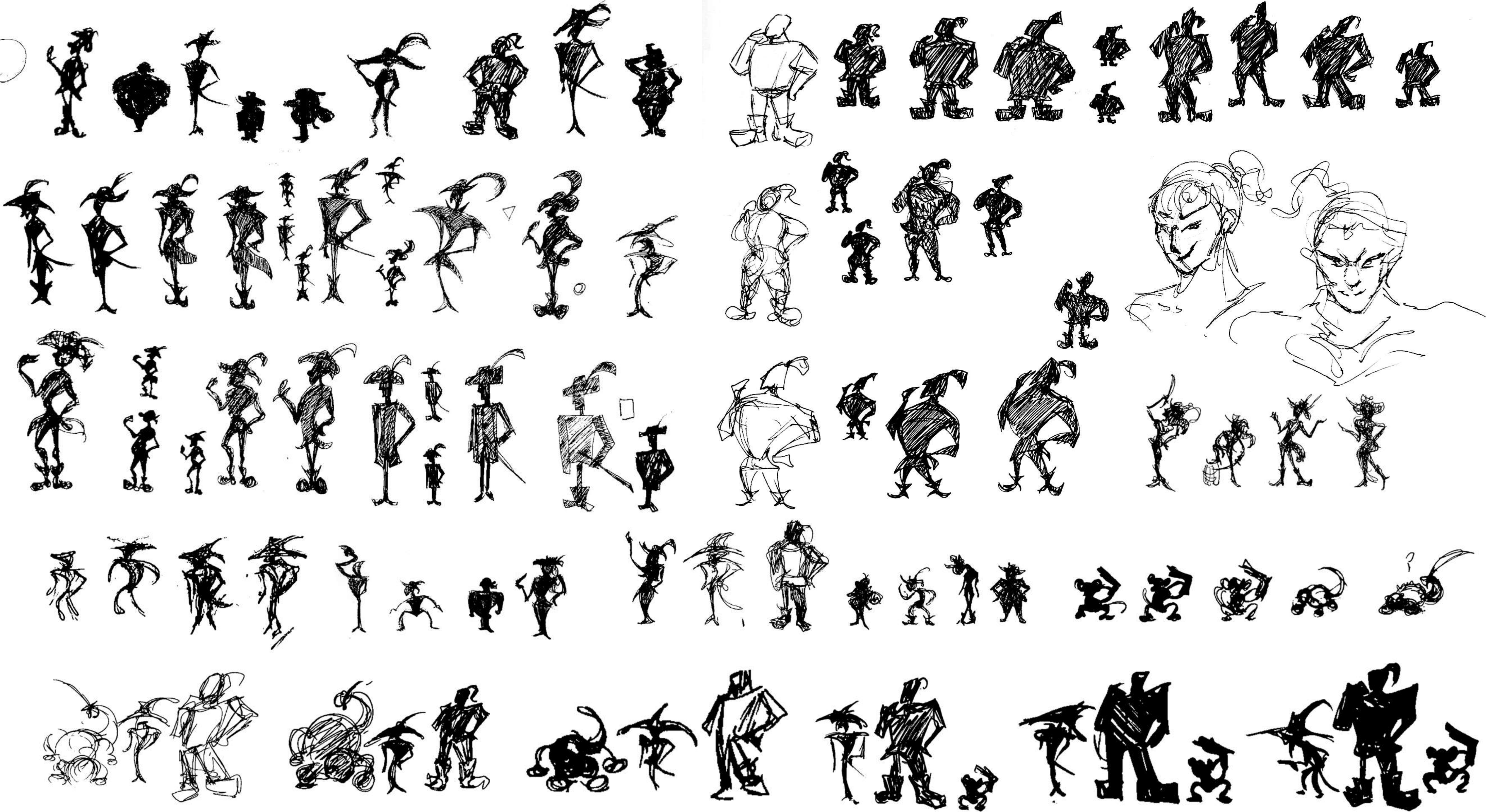
LIFE'S WEIGHT
Character Concept & Design



Sketches & Variations











Works in Progress





CONCEPTART CÒMIC "After us"

Themes
Dystopia
Mushrooms
Fairies





AFTER US

2025

Explorations



Themes
Fairies
Punk
Sky
Tragedy



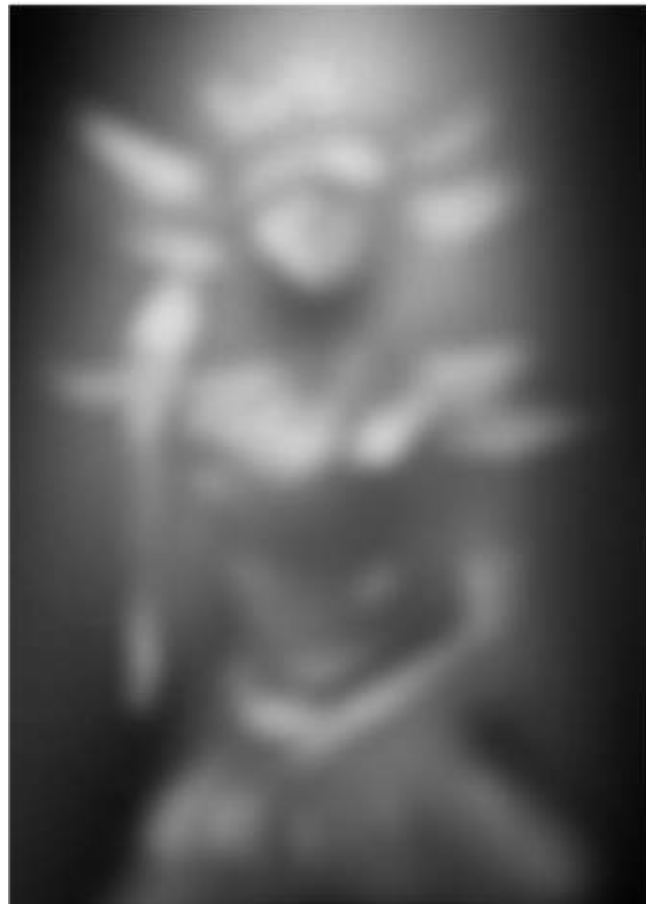
Explorations



Themes
Epic Battle
Triumphant Hero
Sublime
Quest



Lighting and Shadow Tests



Lineart

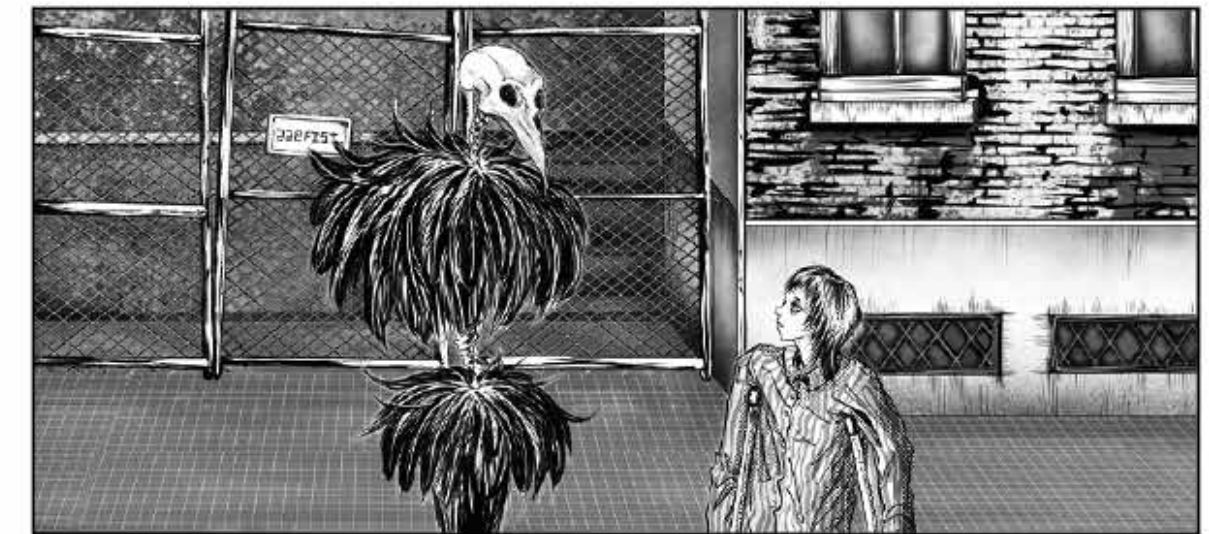
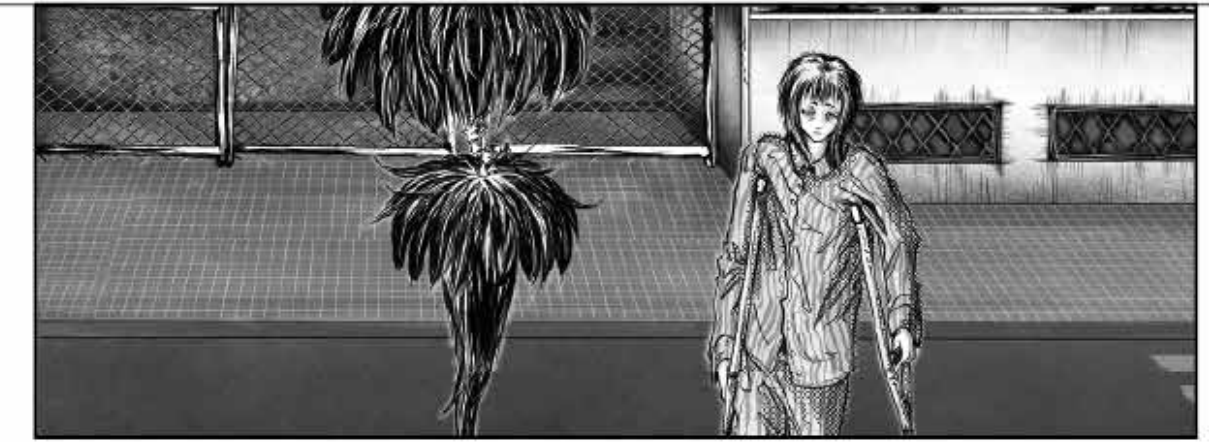
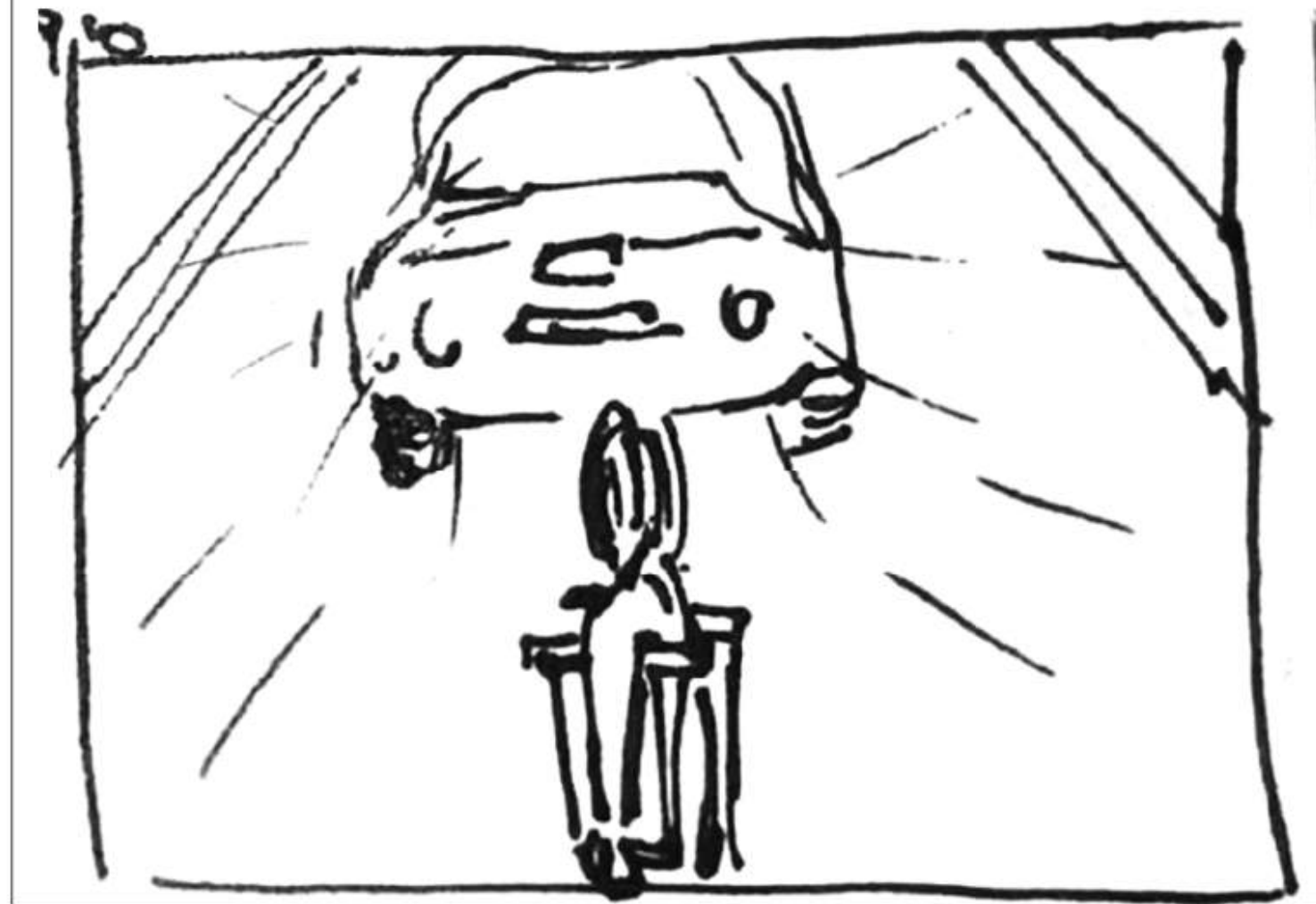
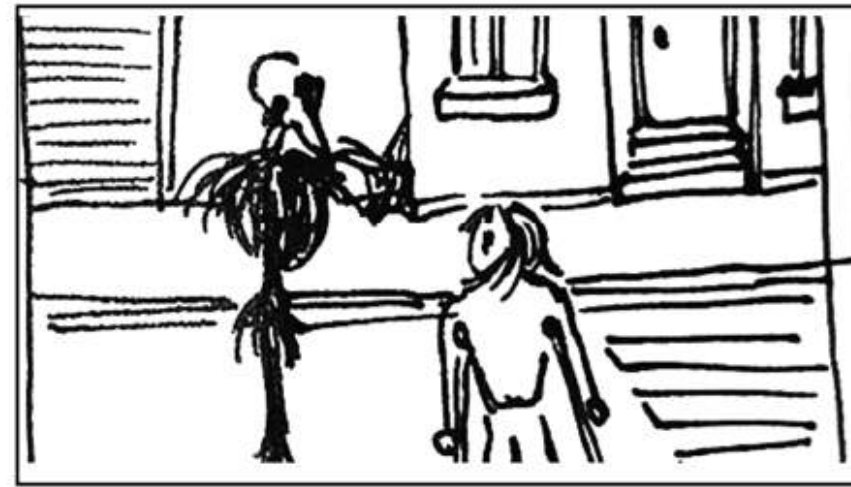
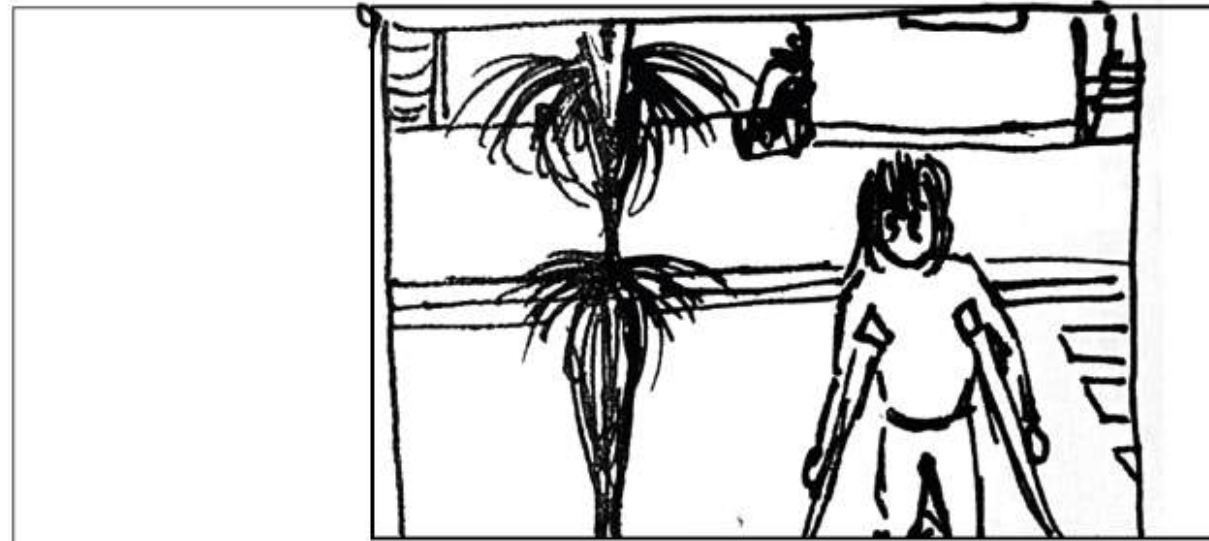




Web Comic, Manga & Audiovisual

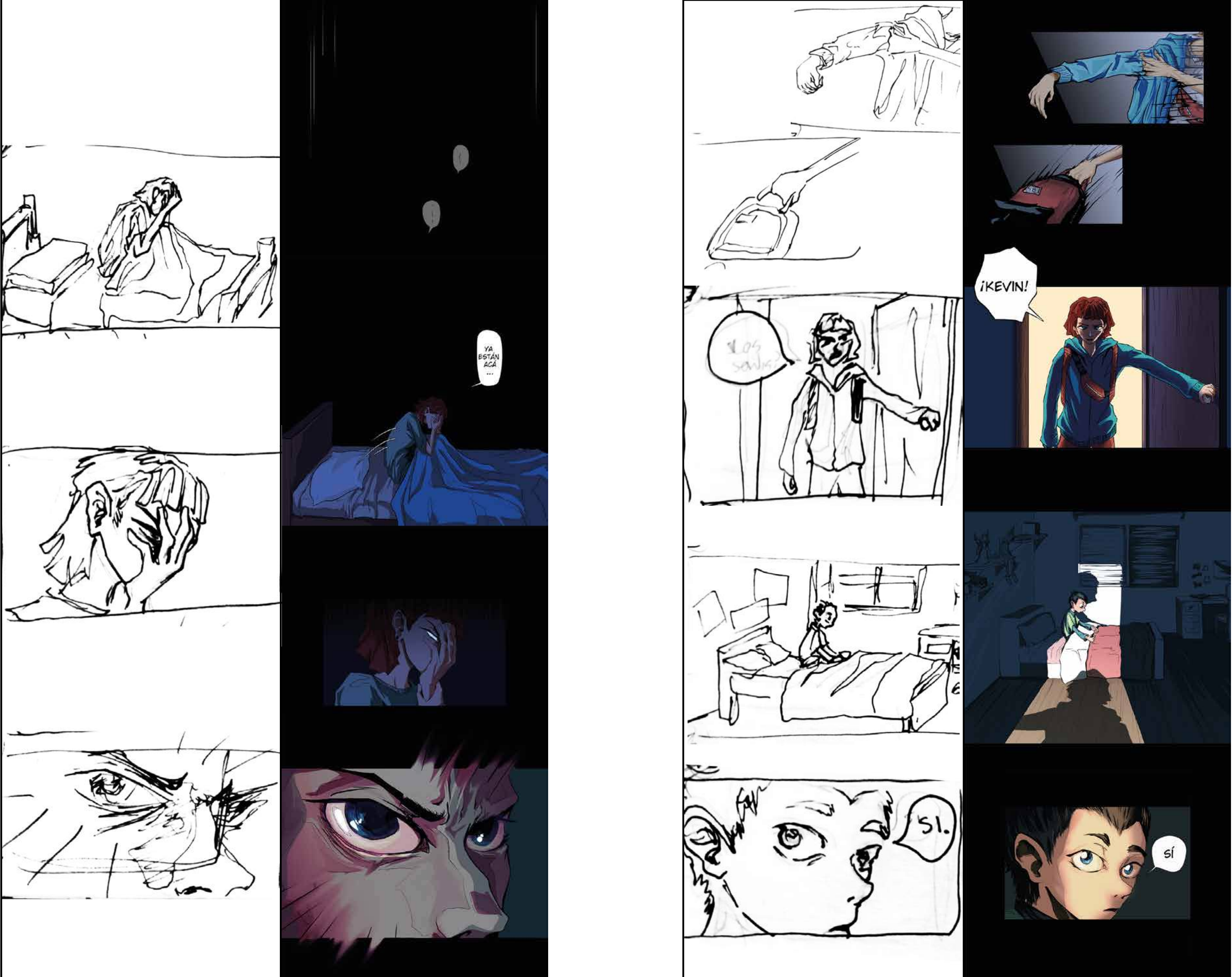
MANGA. 2026.
"Que la muerte te acompañe"

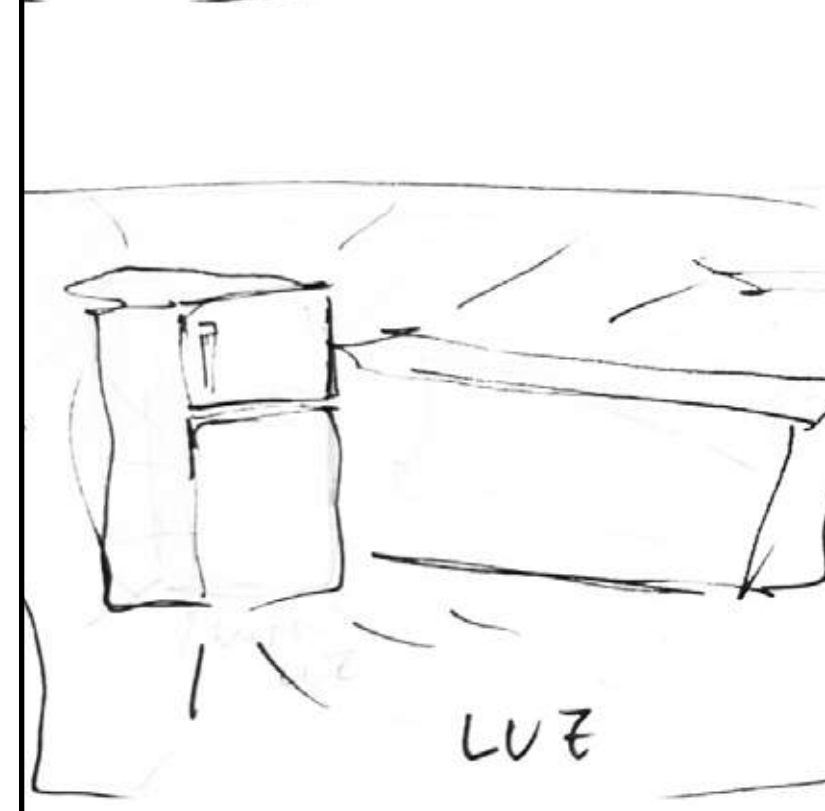
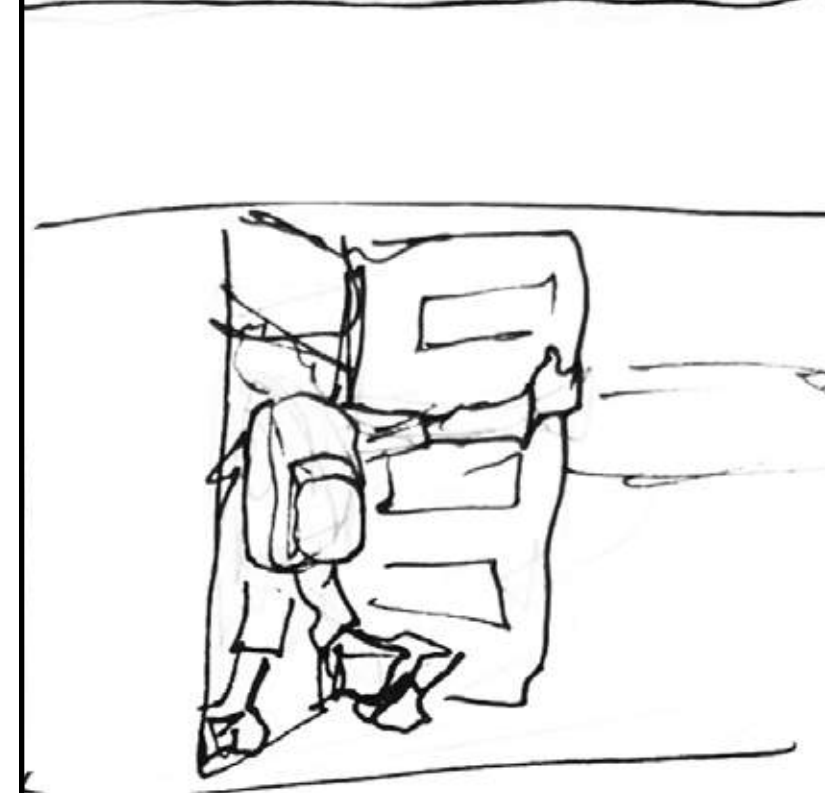
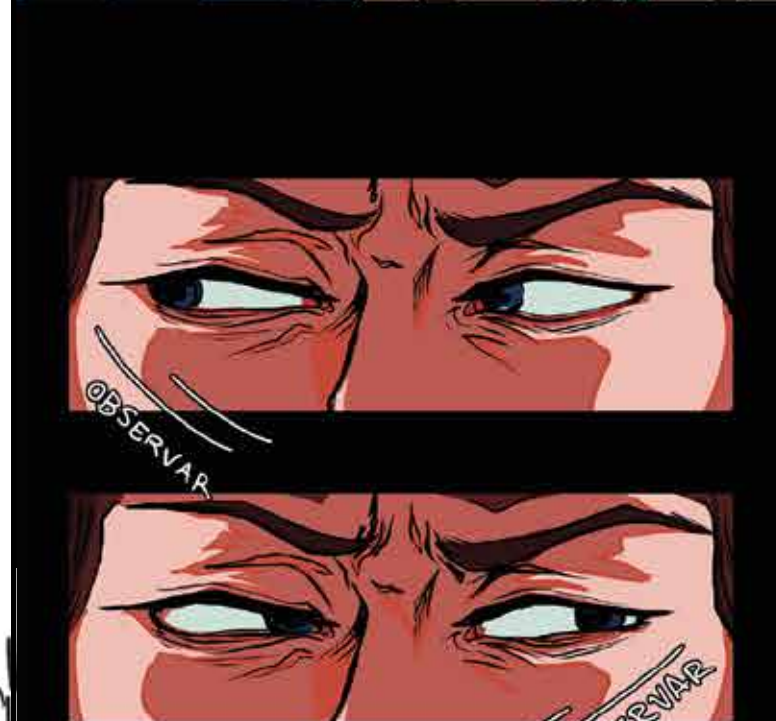
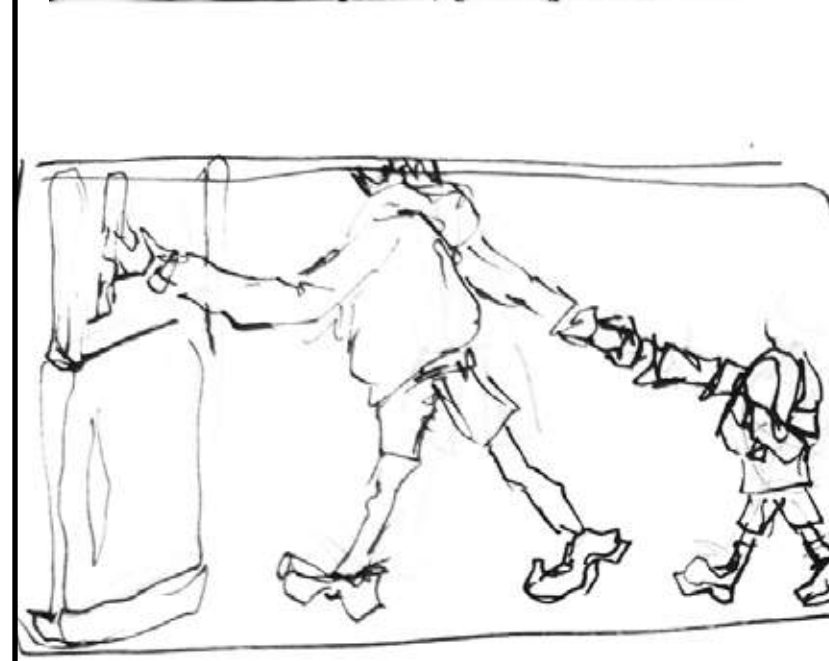
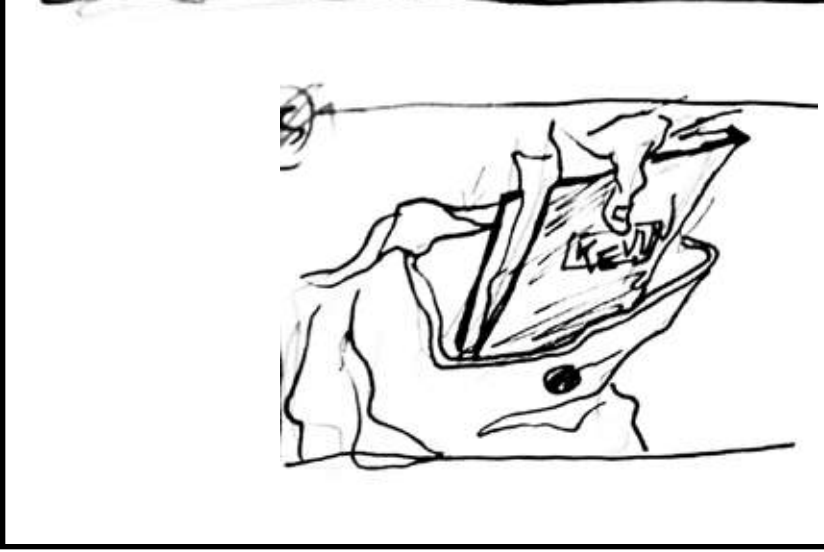
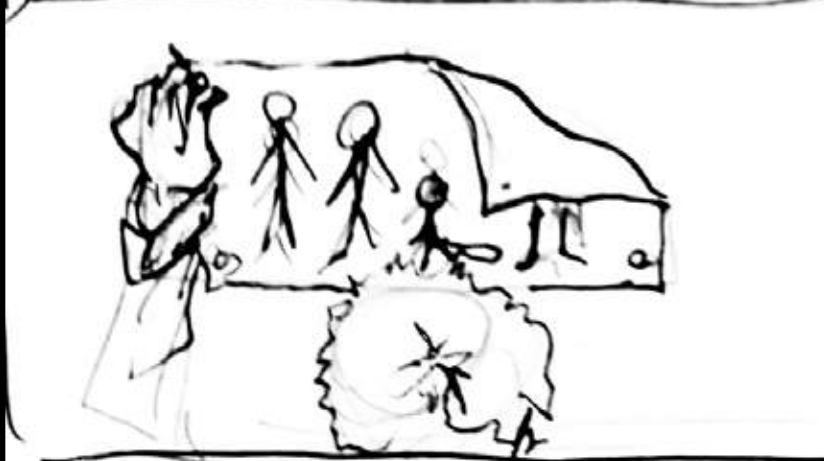
Sketch y página final.



Webcomic. 2024.
"Puertas"

Sketches and final pages.

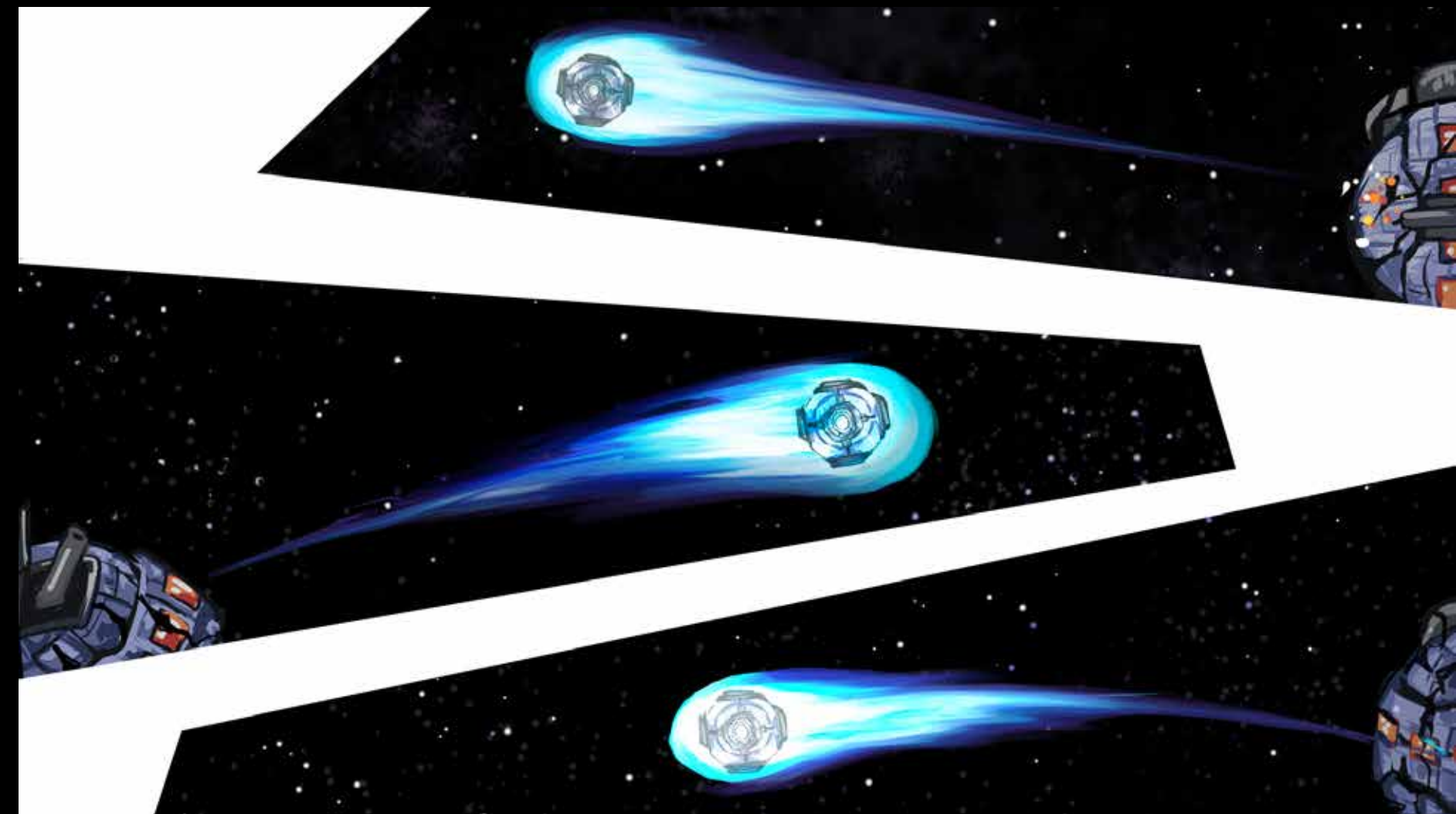




AUDIOVISUAL. 2026.
"Replika" Storyboard & Concept Art.



VIDEOGAME. 2026.
"Remaining One" Comic Animatic.



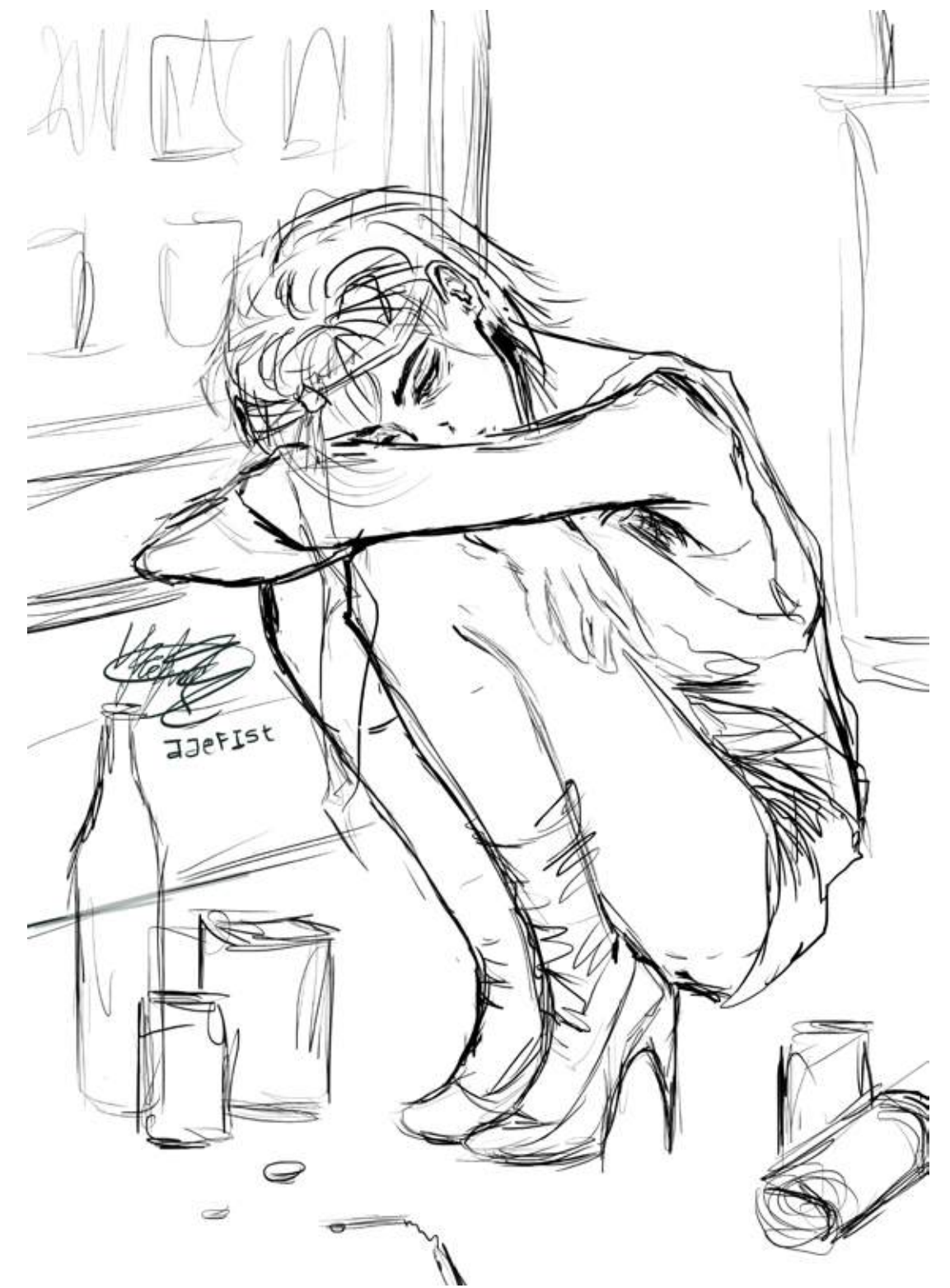


Color illustrations



BOND I
2025





BAG OF BONES
2022

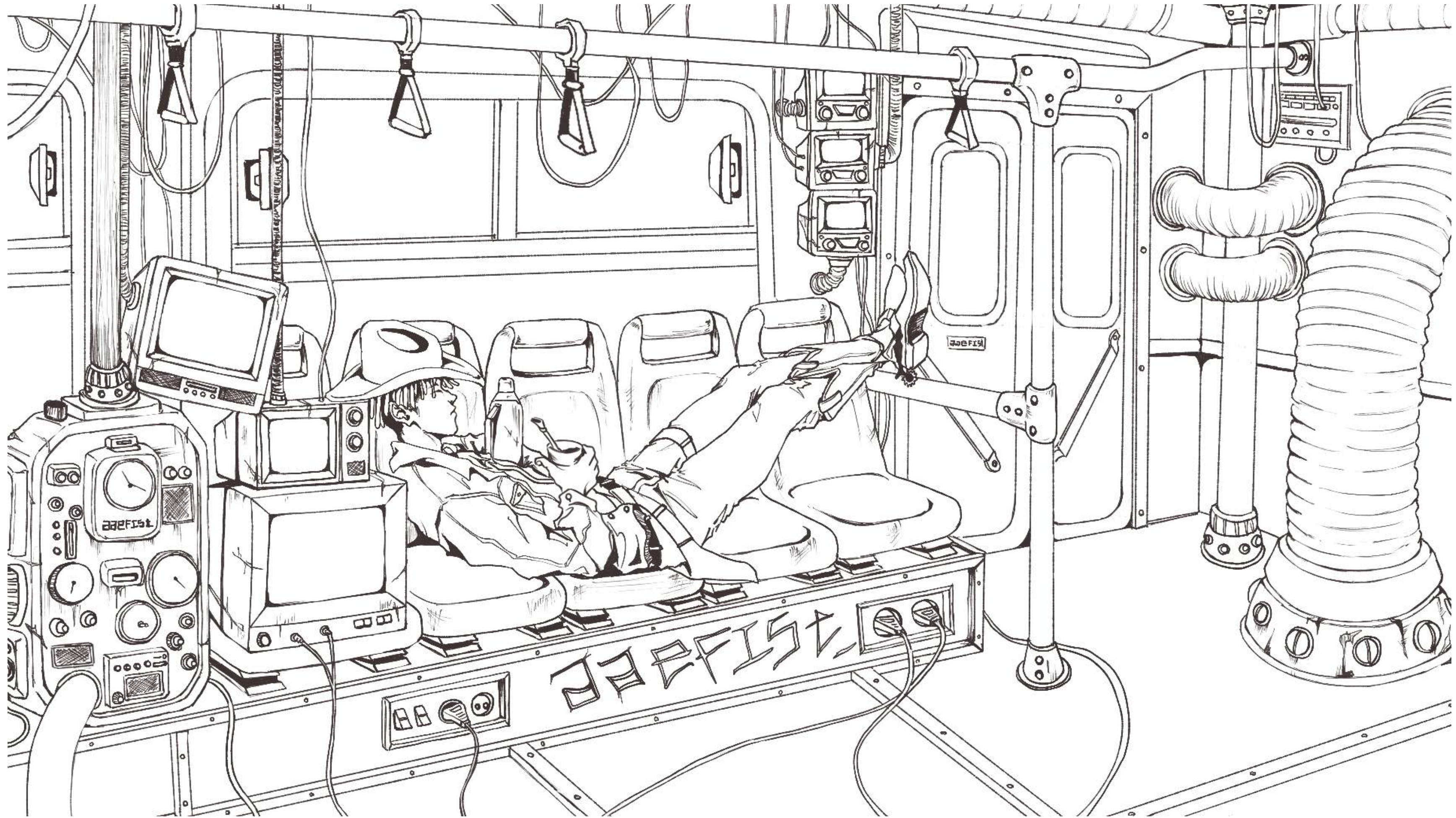


CONEJO Y HUMANO
2025

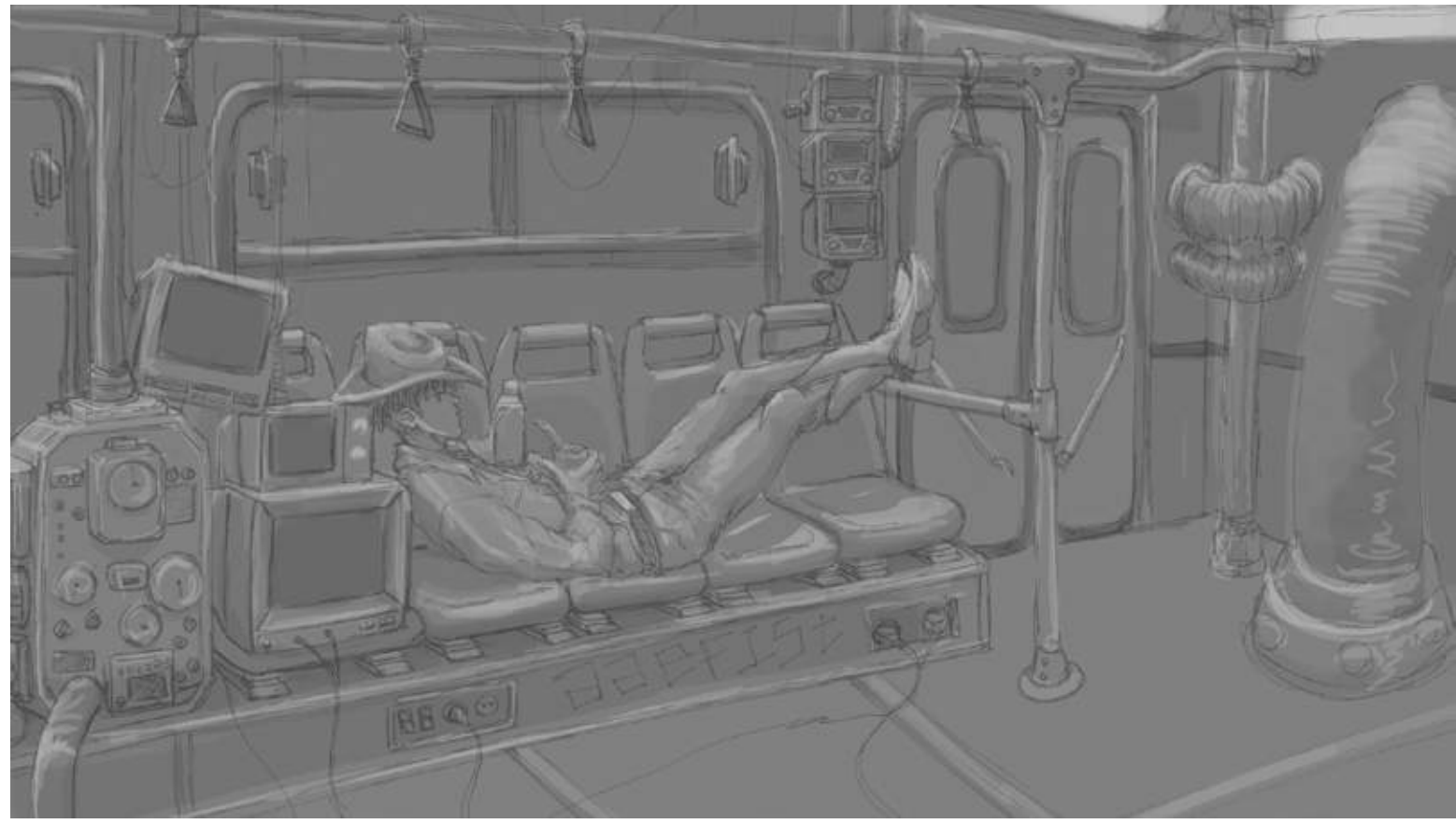
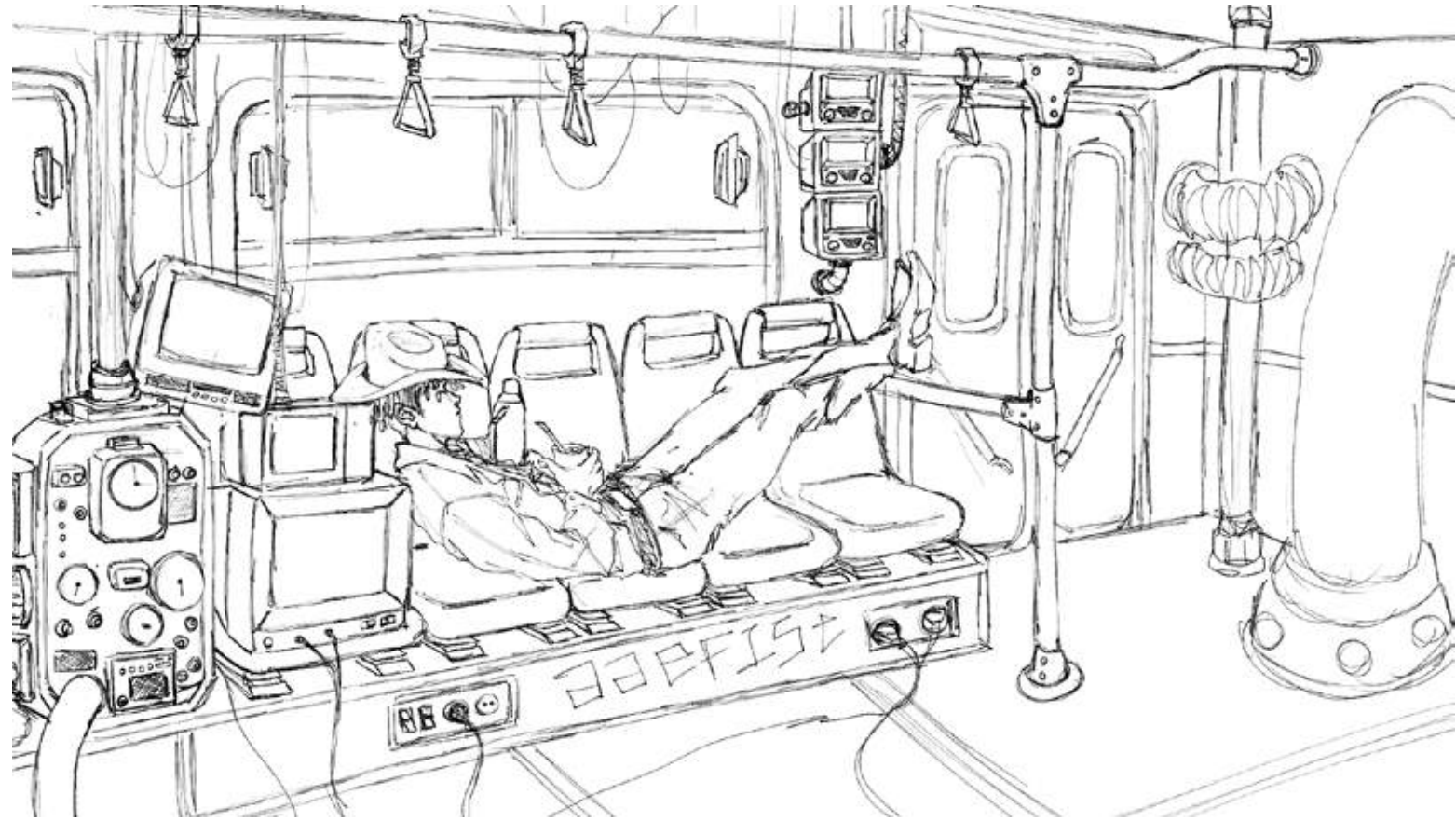
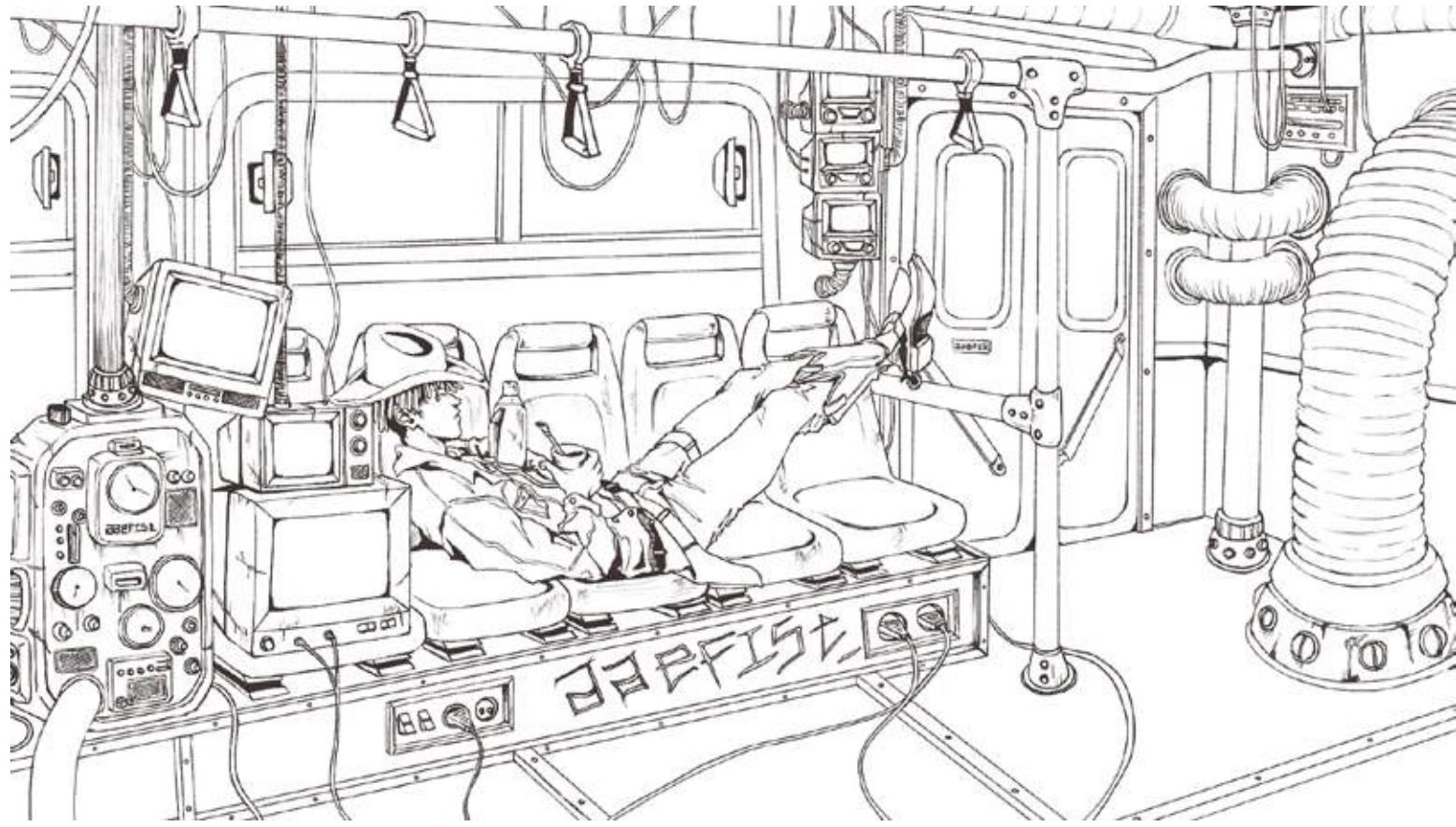




Among Wolves
2025

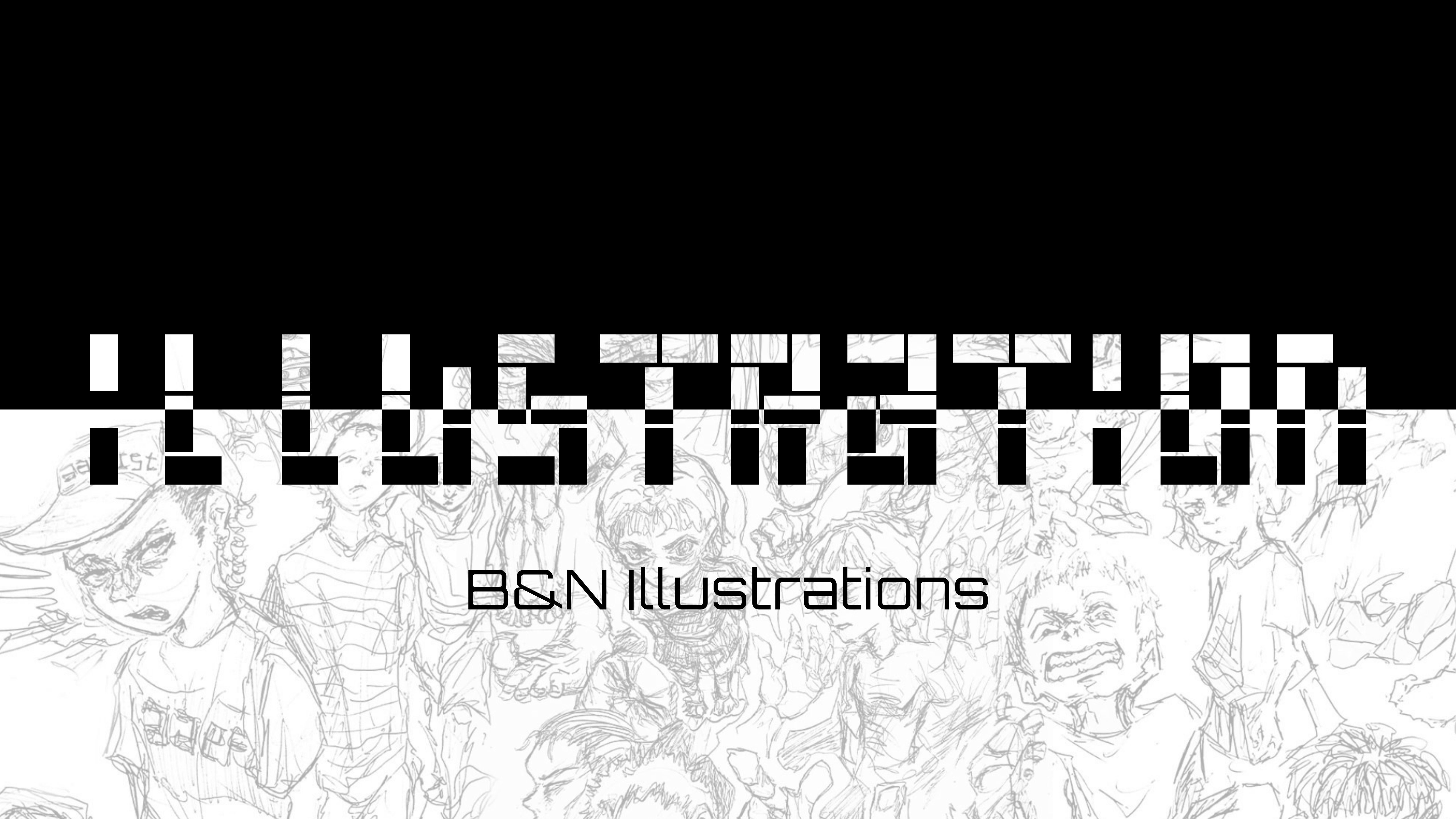


A Cowboy on a Space Bondi





BAD BOYS
2024



B&N Illustrations



BIBLIOTECA

2020



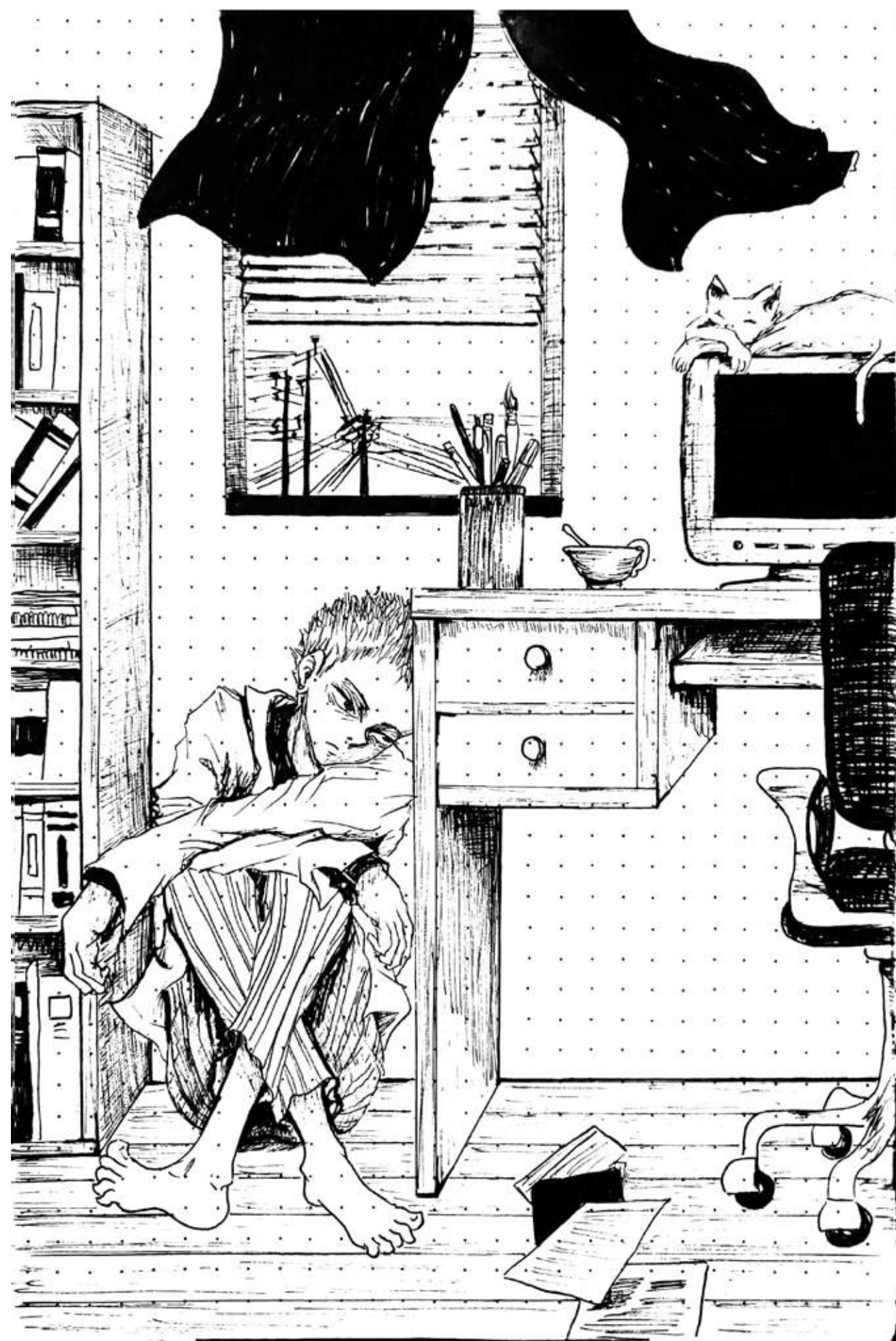
NIÑO COCACOLA

2020



MIÉRCOLES

2021



HUECOS

2021



PLANTAS

2021



CAMA

2021



PARA LLUVIAS

2021



CHANGES

2021



C&G

2021



CÓMODO

2021



DESPOJAR

2021



KARMA

2021



CARCEL DE TINTA

2021



PLACARD

2021



SUELO

2022



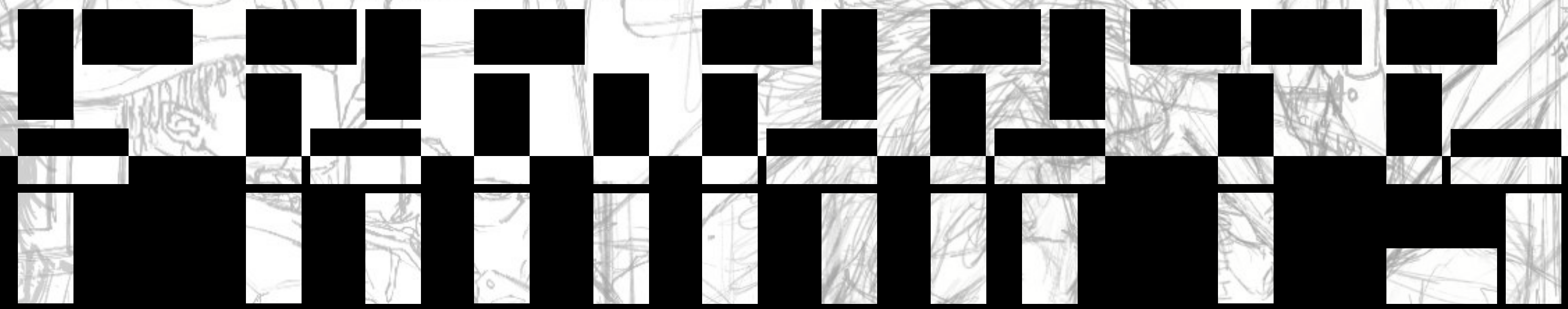
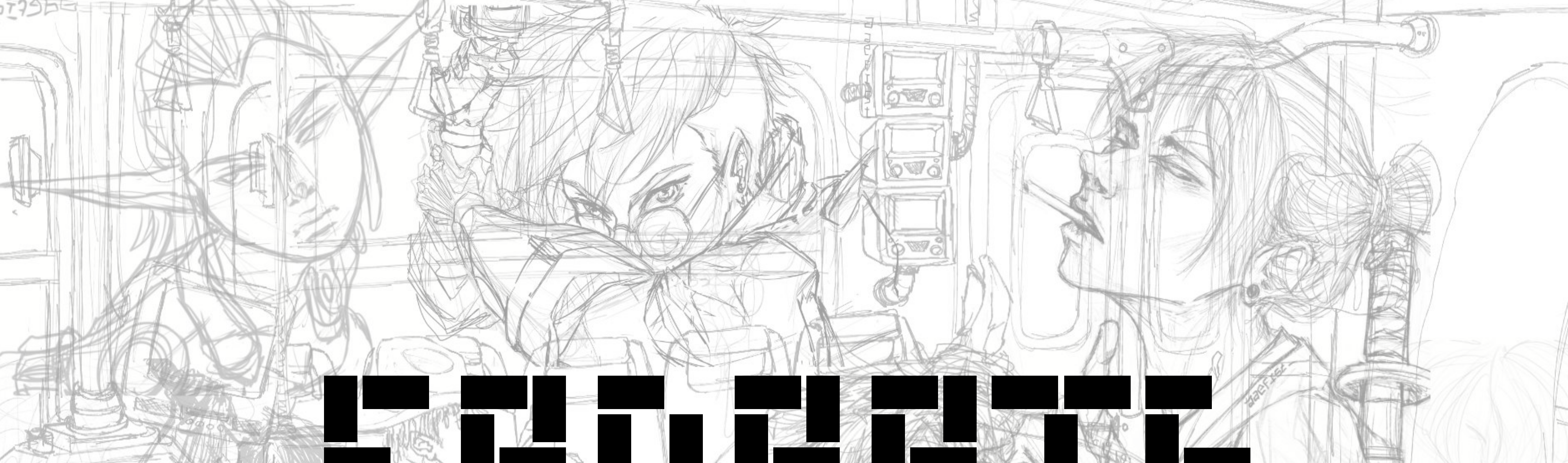
CAJA

2022



BAÑO DE LLUVIA

2022



Digital illustrations.
Anime and Video Games



Makima - Chainsaw man Fanart

2023.



Yukine - Noragami Fanart .

2024.



Jinx y Vi - Arcane Fanart.

2024



Viktor - Arcane Fanart.

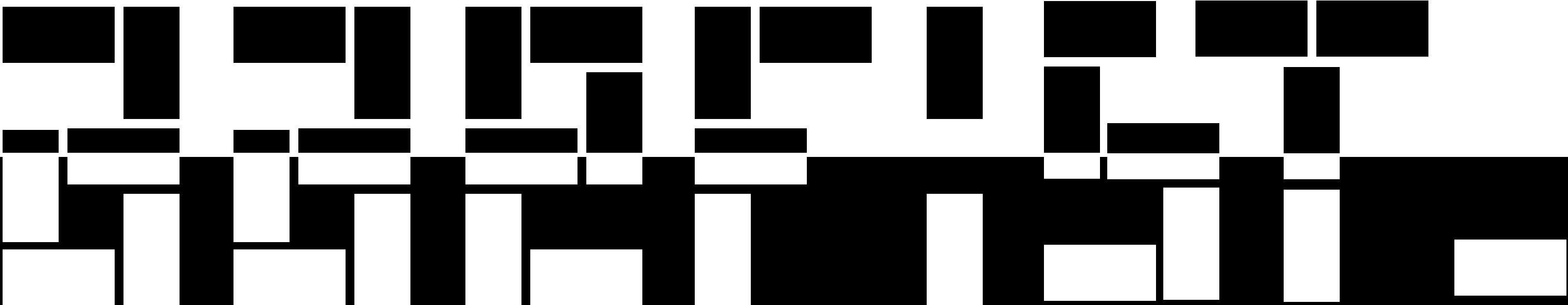
2024





Columbina - Genshin Impact Fanart.

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Instagram: @aaefist
artstation: aaefist
behance: stefania baccino
Linkedin: stefania baccino



TOOLS & SOFTWARE

ILLUSTRATION & DIGITAL ART
ADVANCE PROFICIENCY IN:

- Clip Studio Paint
- Adobe Photoshop
- Adobe Illustrator
- PixilArt



MODELADO Y TEXTURIZADO 3D
• Autodesk Maya (Intermediate)



UI DESIGN & GRAPHIC DESIGN
INTERMEDIATE PROFICIENCY IN:
• Adobe Illustrator
• Adobe Photoshop



ANIMATION & GAME ASSETS
• Adobe Photoshop — Advanced
• Adobe After Effects — Basic



SPECIALTIES & SKILLS

VISUAL DESING

- Character Design
- Prop Design
- UI Design

VISUAL
STORYTELLING

- Illustration
- Concept Art
- Storyboarding

LANGUAGES

English

- B2 (Upper-Intermediate)

JAPANESE

- JLPT N4 (Basic to intermediate proficiency in reading, writing, and conversation)

SOBRE MI

Stefania Baccino Barrachina (aaefist)

AGE

23 years old

EDUCATION

Bachelor's Degree in Visual Arts (Fourth Year)
Faculty of Law and Liberal Arts
Universidad Católica del Uruguay

Animation Winter Workshop (Il103)

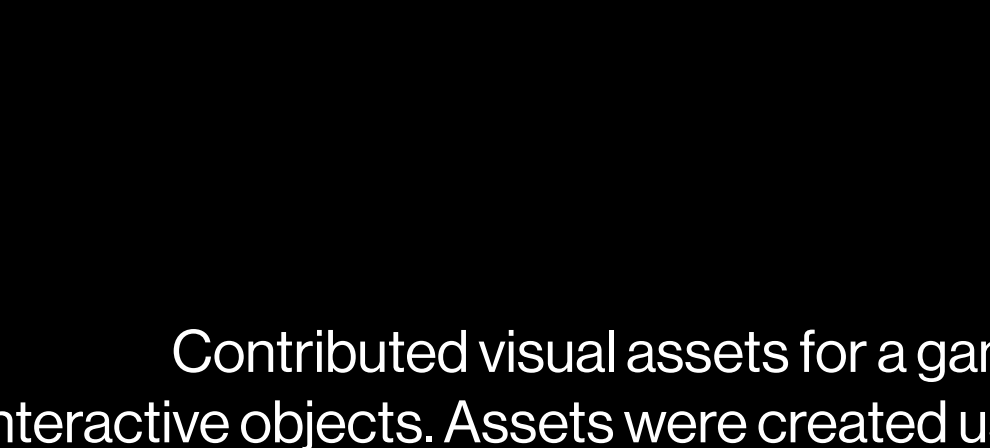
Intensive Program
Vancouver Film School
Animation & Character Design

PROYECTOS



Project: Remaining One (Video Game)
Role: Visual Artist, Illustrator, Character Designer, UI Designer
Universidad Católica del Uruguay — Student Challenge (2024)

Participated in the development of a team-based video game as part of an academic challenge. Responsible for concept art, environment design, spaceship designs, illustrations, and the visual development of the game's introductory cinematic, helping establish its narrative tone. All assets were created in pixel art. The project was developed using Unity.



Contributed visual assets for a game developed during a 48-hour game jam. Responsible for creating character sprites, user interface elements, and interactive objects. Assets were created using Clip Studio Paint and PixilArt, then exported for implementation in Godot, which was used as the game engine.

Project: Bubble Bee (Video Game – itch.io)
Role: Illustrator, Character Designer, Animator, UI Designer, Game Designer
Game Jam — Jam2Jam (2025)



Project: Puertas (Comic)
Role: Illustrator, Character Designer, Graphic Designer, Writer
Universidad Católica del Uruguay — "The World's Longest Comic" Student Project (2024)

Participated in The World's Longest Comic project by developing the story's initial concept and characters, creating a foundation that was later expanded by other students. The project encouraged participation from aspiring comic creators, allowing the story to grow collaboratively.

Project: De cara al lago (Video Game – itch.io)
Role: Illustrator, Character Designer, Animator, UI Designer
Game Jam — Jam2Jam (2026)

Contributed visual assets for a game developed during a 48-hour game jam. Designed the characters and created sprites, UI elements, and interactive objects. Assets were produced using Clip Studio Paint and exported for implementation in Unity, which was used as the game engine.





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