



Enzo Triolo

Art Director

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Core Skills

Art Direction
Creative Direction
Branding & Visual Identity
Editorial & Print Design
UI/UX Design
Illustration & Comics
Storyboard Art
Concept Art
Narrative Design

Tools

Figma
Adobe Creative Suite
Affinity
Clip Studio Paint
Procreate
Canva

Soft skills

Creative Direction & Leadership
Project & Deadline Management
Client Communication
Mentoring & Knowledge Transfer
Visual Storytelling

Languages

Italian Native
English C2

Education

II Level degree
Graphic Design - Editorial Design
Accademia di Belle Arti di Catania 2014–
2017

I Level degree
Graphic Design -Corporate
Communication
Accademia di Belle Arti di Catania 2010–
2014

Master's Degree
Multimedia Technologies for
Learning Environments
I.U.M. Academy
2020

Awards & Publications

IDA Awards 2015 Honourable Mention,
Packaging Design (Ciatu – Soul of Sicily)

14 published books: Tora Edizioni, AC
Press, Astromica
2018–2025

Professional Profile

Art Director and **Visual Storyteller** with 10+ years of experience across branding, editorial design, illustration, and narrative design. Proven track record delivering high-quality creative output for gaming studios, publishers, and international clients from concept to final asset. Strong ability to lead creative projects end-to-end, mentor junior creatives, and operate across both analogue and digital workflows.

Experience

Academic Lecturer - Accademia di Belle Arti di Catania 2022 - present

Lectures and workshops on storytelling, scriptwriting, composition, character design, and digital pipeline (Clip Studio Paint).
Supervision of thesis projects; feedback and critical review of student work.

Art Director, Author - Tora Edizioni 2018 - present

Illustrated and authored 10+ volumes (artbooks, gamebooks, graphic novels).
Art director and editor of the series since 2018; 14 titles published across several publishers.

2D artist, narrative - Stormind Games 2021 - 2024

Storyboards for cinematic and in-game animation sequences for 4 major projects; character and creature design; interactive asset design during pre-production.
Clients: *Team17, Sabertooth Interactive, Behaviour*

2D artist, narrative - Red Raion 2021 - 2024

Storyboards for CGI multimedia attractions (Fly/Dome/5D); character and prop design for 9 projects; narrative design support for international amusement park installations.
Clients: *Hasbro, SimEx, Loveland Living Planet Aquarium*

Freelance Art Director, Graphic Designer, Illustrator - Freelance 2014 - present

Managed concurrent projects across two distinct creative tracks — branding and graphic design (visual identities, editorial, web, print) and illustration (illustrated books, comics, and graphic novels) — serving 20+ clients over 10 years, from brief to final delivery, meeting approval KPIs and deadlines. Delivered scalable visual identities with organised asset libraries and version control for long-term brand consistency. Selected flagship projects: brand identity for *Ciatu – Soul of Sicily* (IDA Award 2015), editorial illustrations for *IRPI Media*, art direction for *Teatro Massimo Vincenzo Bellini*.
Clients: *gorillaradio, Cartilla, La Tabaccheria, SiQuis, Instapoeti, Overpress Media*

Co-CEO, founder - The Creative Dot 2015 - 2020

Founded and organised the first annual creative conference in Southern Italy focused on design, illustration, VFX, and art direction growing it into a national reference point for the creative industry.