



PORTAL 10 2025

please hire me!
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THE STRUCTURE OF THIS DOCUMENT

35° 0' 21.8844" S

Section A:

Mechanical Art

- 1: Yellow Tank
- 2: White Mecha

Section B:

Environment Art

- 3: Skull Dock
- 4: Side Street

Section C:

Character Art

- 5: Cyborg Meathead
- 6: Tetanus King

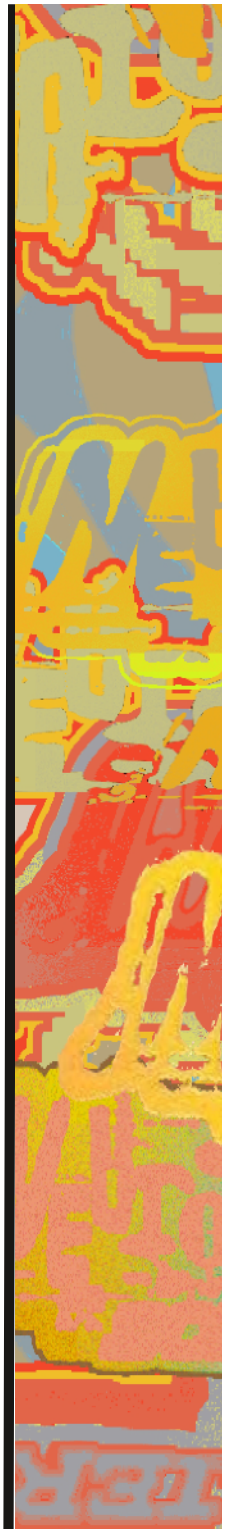
Section D:

Logotypes

- 7: Various Logos



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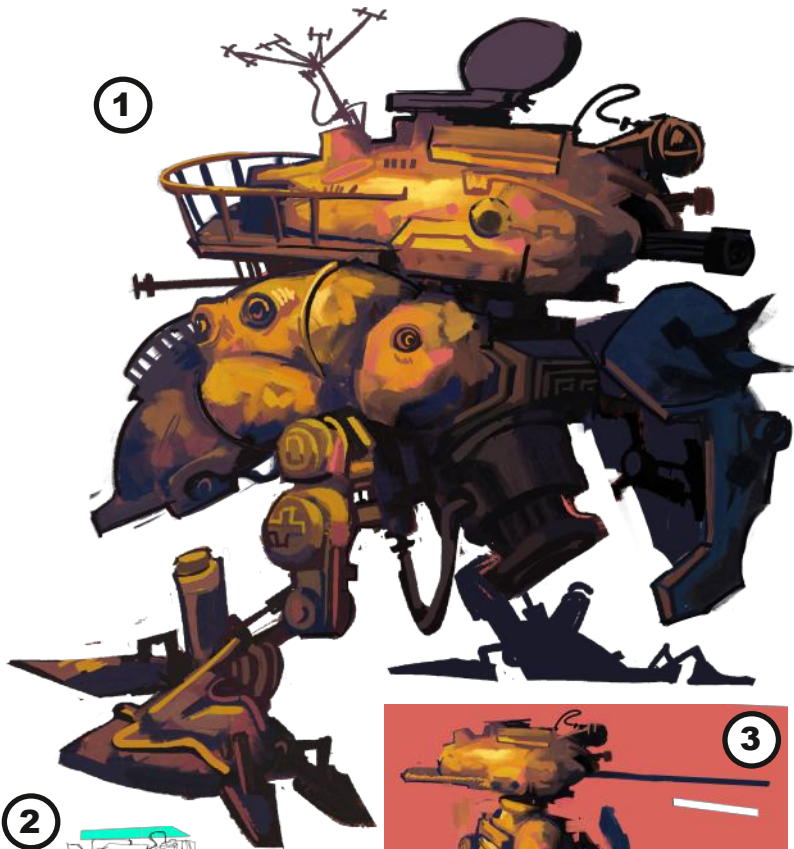




Brief: A relatively plausible tank-like mech for a dramatic story project.

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4



Key

- 1: Isolated Mech
- 2: Initial Sketch
- 3: Progress Picture
- 4: Final Image



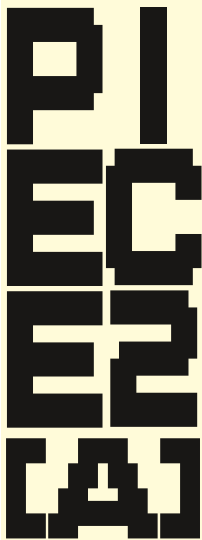


Brief: A portrait illustration of a mecha emphasising its scale and menace.

35° 0' 21.8844" S



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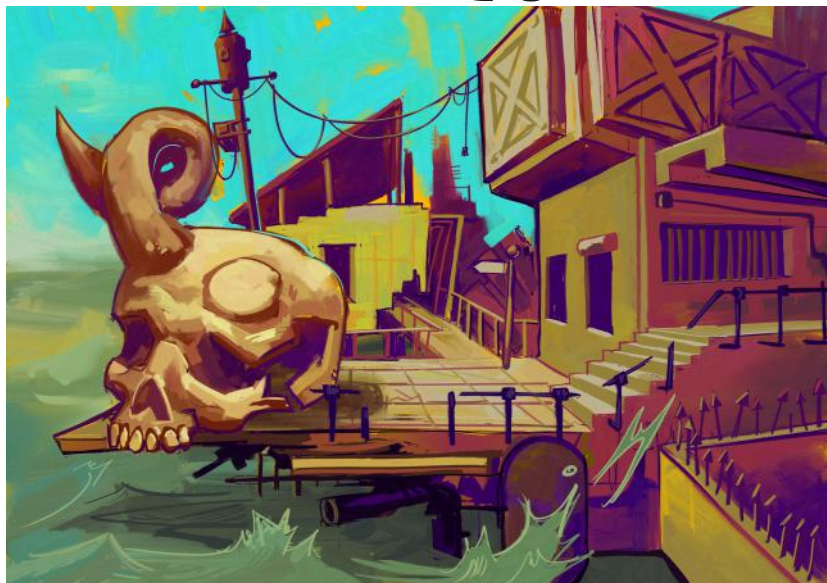


1

Key

- 1: Final Mech Portrait
- 2: Initial Drawing
- 3: Design Exploration





1

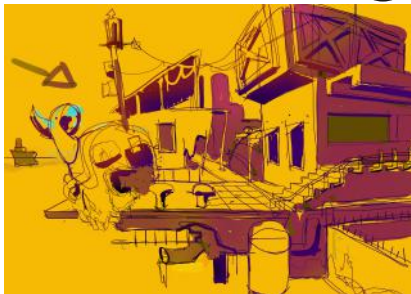


2



SPACE

3



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Key

- 1:** Final Illustration
- 2:** Initial Sketch
- 3:** Rough Value Scheme
- 4:** Detail



PIECES



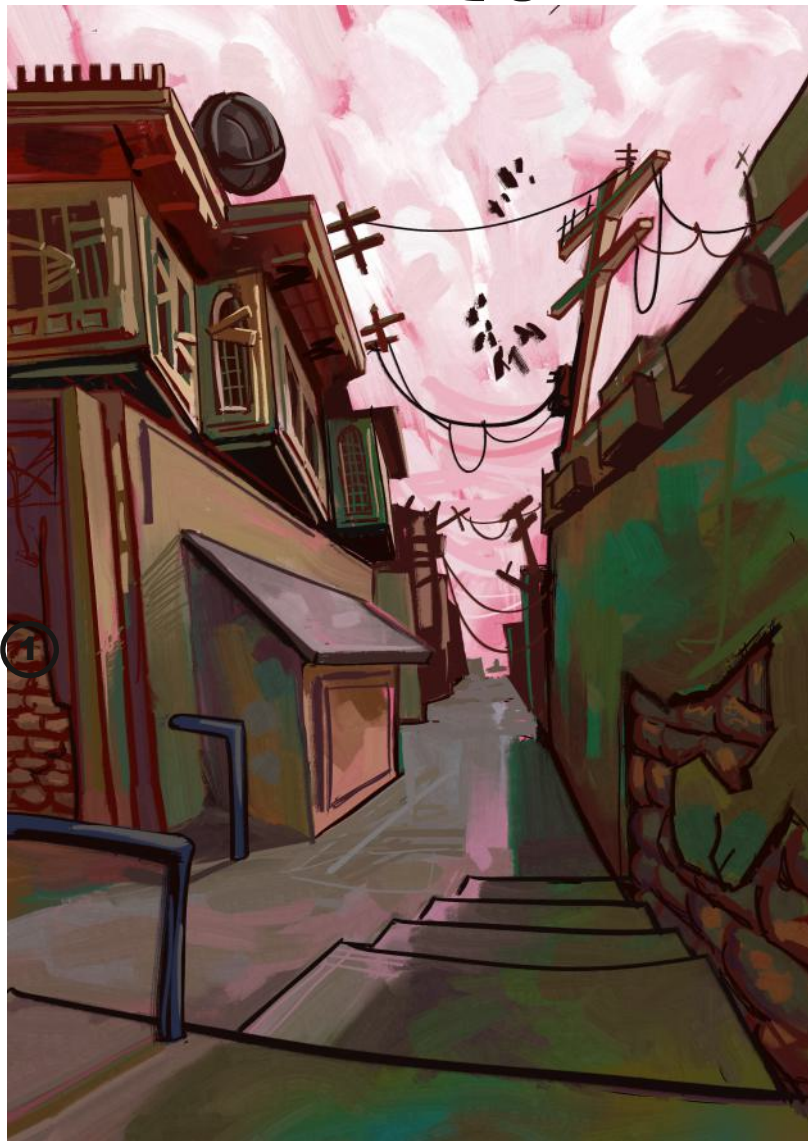
Brief: A scene in the vein of point-and-click adventure games. Mix of industrial and occult.





Brief: An abandoned side-street with an uneasy mood for a horror project. Junji Ito kind of vibe.

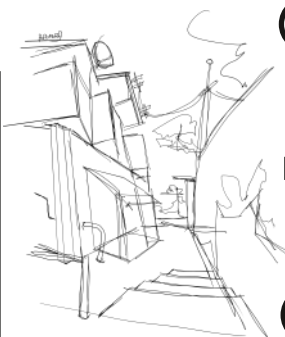
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PIECES

35° 0' 21.8844" S

Key
1: Final Illustration
2: Initial Sketch
3: Rough Values



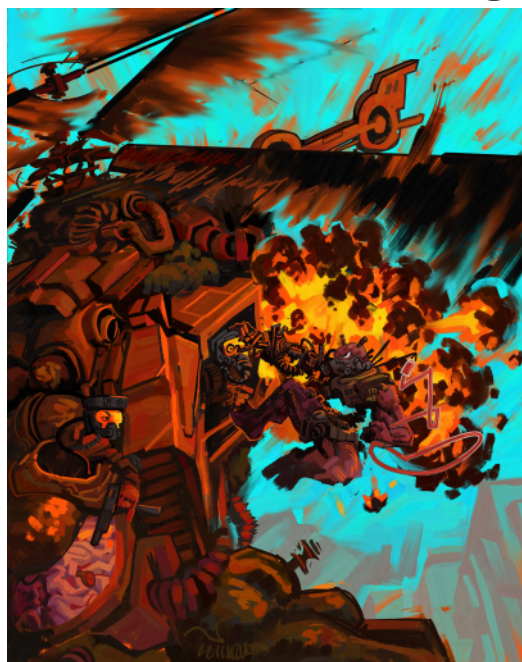
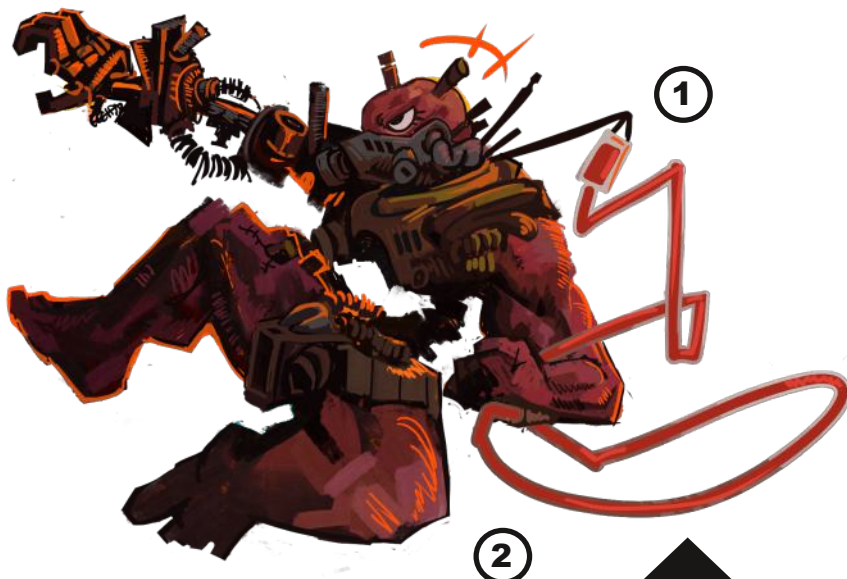
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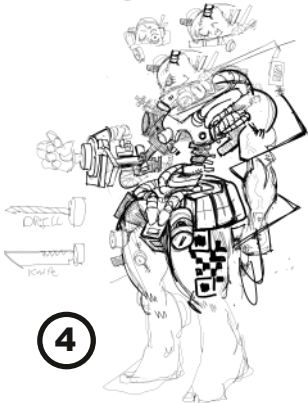




Brief: A character design and action illustration for a muscular cyborg in the vein of The Maxx.



The brief was for a muscular but incomplete cyborg and an illustration of it in a gameplay situation



PIECES

OGRE



Key

- 1: Isolated Character
- 2: Final Illustration
- 3: Exploration Sketches
- 4: Final Design Sketch



PROJECT



Brief: A mech pilot abandoned to die in a junkyard. Mad Max inspiration.

63° 39' 56.736" S

CH A



Although the general pose stayed steady, most other elements of the character design were revised.

- Key**
- 1:** Isolated Character
 - 2:** Initial Sketch (prior to client feedback)
 - 3:** Exploration sketch





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PIECES



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calliope parsch is a freelance
artist eager for new paid
opportunities.

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