

2025

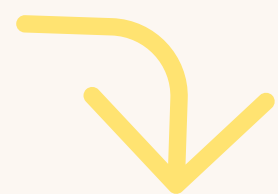
ILLUSTRATOR &
GRAPHIC DESIGNER

★ PORTFOLIO

Sonia Pellegrino

SONIAPELLEGRINO999@GMAIL.COM

HI!



I'm Sonia, a **JUNIOR GRAPHIC DESIGNER** based in Como.

I graduated in **NEW TECHNOLOGIES OF ART** at the **BRERA ACADEMY OF FINE ARTS** in 2023.

Over the past few years, I've been working as a freelance artist and designer, both on personal projects and for private clients.

I consider myself a dynamic and curious creative, always eager to learn new techniques and grow professionally.



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LANGUAGES

ENGLISH: C1  
ITALIAN: Mother tongue

EDUCATION

QUADRA ACADEMY

Oct 2023 - Jan 2024

BRERA ACADEMY OF FINE ARTS

Sept 2019 - March 2023

First-level Academic Diploma in New
Technologies of Art (NTA)

ART HIGH SCHOOL OF FAUSTO MELOTTI

Sept 2013 - Aug 2018

High School Diploma

I have a solid background in **VISUAL ARTS**, both traditional and digital. The artistic skills I've developed allow me to draw from a wide visual repertoire when creating my projects. My academic experience gave me the opportunity to experiment with various **DIGITAL TOOLS AND APPLICATIONS** refining my abilities in areas such as photography, audio and video editing, and the use of professional editing software.

EXPERIENCE

BACON BOARD GAMES

April 2023 - Current

Art director, graphic designer and illustrator for Unlikely Minds tabletop game.

PRIVATE ART TEACHER

March 2023 - Present

Drawing and painting private lessons with students of all levels and ages. Teaching both digital and traditional art.

FREELANCE ILLUSTRATOR

Oct 2019 - Current

Designing characters for private customers, working for game developers, personal projects and business products.

COMPETENZE

- Design and development of corporate graphic materials: company profiles, catalogs, flyers, packaging, business cards.
- Creation of artistic and illustrative products featuring a unique and recognizable aesthetic.
- Logo design and development of corporate visual identity.
- Production of multimedia content - videos, audio, and graphics - for social networks and other distribution platforms.

SOFTWARE SKILLS



ADOBE PHOTOSHOP ★★★★★ ADOBE PREMIERE ★★★★★

ADOBE ILLUSTRATOR ★★★★★☆ ADOBE AUDITION ★★★★★

ADOBE INDESIGN ★★★★★☆ ADOBE AFTER EFFECTS ★★★★★☆

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PROJECTS

HORROR GAMEBOOK



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TABLETOP GAME



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THEMED WEDDING



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MERCHANDISE



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SMALL PROJECTS



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VIDEOGAMES



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PERSONAL BRAND



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光問館 KŌKANKAN STUDIO

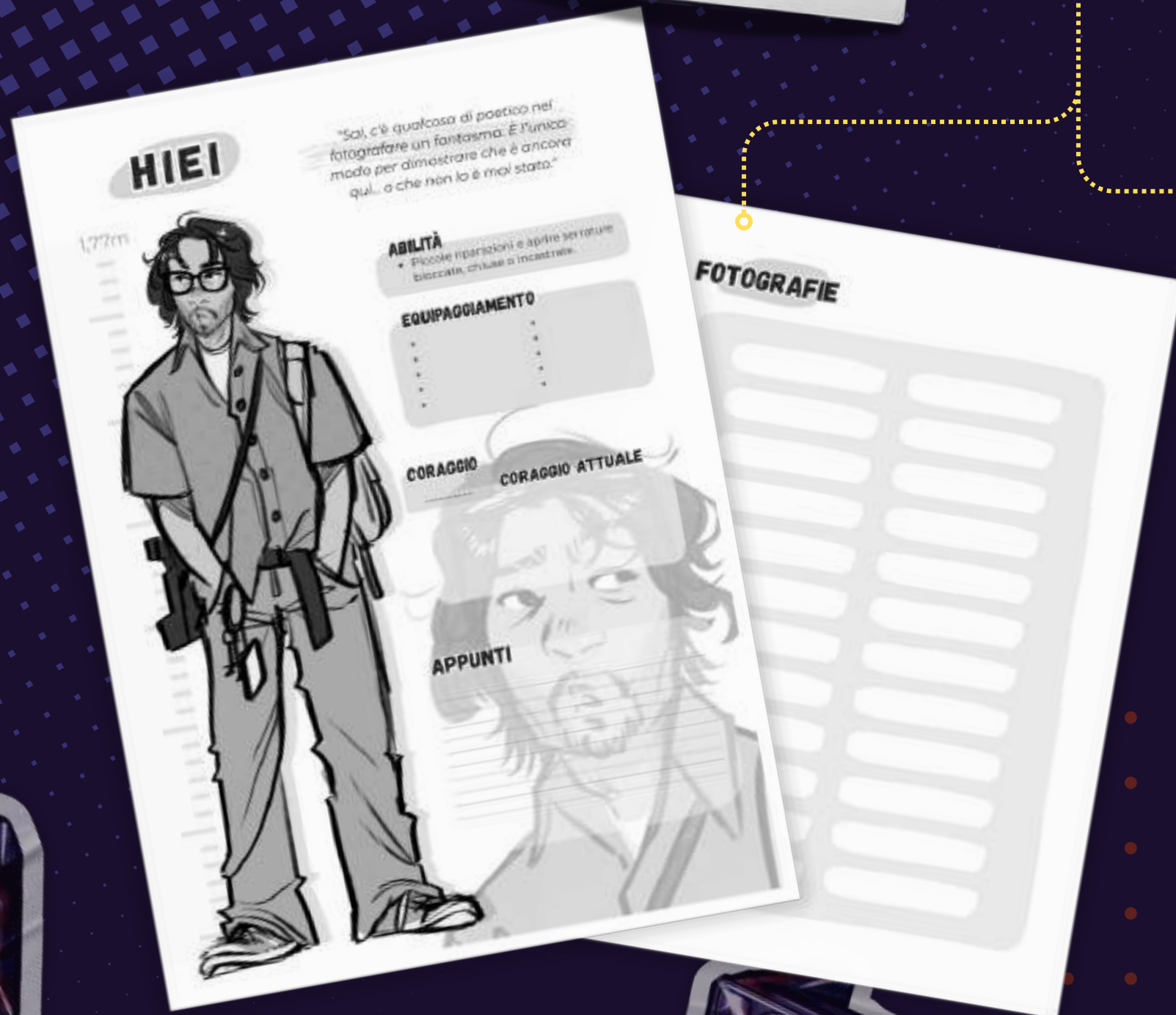
The cursed Shōtengai

HORROR GAMEBOOK

Personal project in
collaboration with Jacopo
Veronese.
He was in charge of the
writing, while I handled the
graphic and illustrative part.

Promo material





I also worked on the layout of the content, including character sheets and inventory.



UNLIKELY MINDS



TABLETOP GAME

Project for a private client.

I handled the graphic design of all game elements, including both illustrations and layout, as well as graphic components.



Rulebook



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I worked on the game board, designing it based on the theme provided by the client and keeping the game rules in mind. On the right, all the character card designs — conceived and illustrated by me.



Later on, the client requested the addition of small expansions, maintaining the existing style but introducing new characters with unique features.



Carte di gioco complementari

Answer sheet



THEMED WEDDING

Project for a private client.

The brief was to create the invitations, seating chart, and unofficial certificate inspired by the world of **POKÉMON**, keeping in mind the couple's favorite elements.



MERCHANDISE

THEMED PRODUCTS

Project for a private client.

The request was to design products related to the streaming channel, creating icons, illustrations, and designs to be distributed and worn.

- ✦ DIRECT
- ✦ COHESIVE
- ✦ COMMUNITY REFERENCES



SMALL PROJECTS



Small projects created for friends, both on request and spontaneously, based on passions or references to personal life events.

VIDEOGAMES

GAME JAMS

Together with programmer friends, I have participated in various game jams, competitions where the goal is to create a small video game product following the rules set by the contest itself.



TRY ME!

I worked on all graphic and artistic aspects, creating the illustrations for "Can We Reschedule?" and all the sprites in "Space Pizza," experimenting with pixel art for the first time.



TRY ME!



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PERSONAL BRAND

BRAND IDENTITY

When I started thinking about my personal brand, I wanted an aesthetic that was memorable and instantly recognizable. In my online presence, I have often used references to the world of mushrooms due to a personal passion, which I then decided to use as the main theme in my branding.



- ✦ COLORFUL
- ✦ EYE CATCHING
- ✦ MEMORABLE

Some examples of products designed for trade fair sales, created to have immediate appeal, also drawing inspiration from existing gaming products.



Themed sticker sheet, designed, illustrated, and produced by me.



Small original zine created in collaboration with the Popcorn Project collective.





LET'S KEEP IN
TOUCH!

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