

Castiel Flores

2D Character Artist

✉ krowey.art@gmail.com

📍 Pennsylvania, United States

🌐 krowey.art

Skills

🔗 Adobe Creative Suite

Photoshop, Illustrator, InDesign

📁 Asset Management

Archiving, Versioning,
Cataloging, Naming, Handoff

🎨 Character Design

Anatomy, Character Sheets,
Silhouettes, Turnarounds,
Conception

🎨 Color Theory and Composition

Lighting, Palette, Contrast, Mood,
Focalization

💡 Concept Art

Ideation, Thumbnailing,
Worldbuilding, Iteration,
Visualization

🖌️ Digital Art Software

Clip Studio Paint, Nomad Sculpt,
Storyboarder

💻 Digital Fluency

Problem solving,
Windows/macOS, Remote Work,
Cloud Services

✍️ Graphic Design

Typography, Layout, Logos,
Presentation, Pitching

🔗 Product Conception and Design

Prototyping, Styleguides,
Merchandising, Turnaround,
Production

🌟 Team Collaboration

Feedback, Art-Direction,
Cross-Functionality, Milestones,
Communication

Experience

Freelance - Art by Krowey

Jan 1999 - Present

Freelance Character Artist executing end-to-end design pipelines for indie studios and private clients. Successfully translates client visions into polished, creative designs.

Delivers production-ready turnarounds, expression sheets, and hero assets while maintaining strong visual quality, strict schedules, and clear communication with minimal revisions.

Krowey.Art Portfolio

Portal Champions TCG

May 2026 - Present

Conceptualizes and designs original character rosters from initial thumbnails to final assets for a creature-collecting trading card game and companion animation.

Collaborates within a multidisciplinary team to deliver production-ready turnarounds, expression sheets, card-frame illustrations, and related key assets.

Elestrals

Aug 2023 - Mar 2024

Designed and illustrated multiple creatures for the officially released Elestrals TCG, handling both initial visual development and finalized card art.

Maintained close feedback loops with art directors to ensure visual consistency across card sets, delivering publication-ready assets that elevated the game's creature-collector aesthetic.

[Elestrals](#)

Projects

Crater: Star of Mysteries

Jan 2018 - Present

Executes an ongoing, large-scale visual development project encompassing a diverse roster of 200+ original creatures for an independent game title.

Conceptualizes, designs, and illustrates a comprehensive roster of 200+ unique 2D creatures from scratch, pairing finished visual assets with dedicated lore, combat stats, and narrative descriptions to build a fully realized, cohesive gameplay ecosystem.

[Crater: Star of Mysteries](#)

Collectibles & Merchandise Production

Jul 2025 - Present

Handles the complete design and manufacturing pipeline for original fan merchandise across multiple fandoms. Develops a broad catalog of products, including standees, keychains, plush toys, custom bags, and small-scale figures.

Works one-on-one with international vendors to turn digital art into physical prototypes, giving clear feedback on materials and construction to deliver high-quality, finished products to consumers.

Certifications

Hand Drawn Animation

Aug 2018

Don Bluth University