Alice Pisoni

Born in 1991, she has always been passionate with drawings since she was little. After high school she moves to the US for a year where this passion increases and leads her to graduation at the IED (European Institute of Design) in Milan in the illustration/animation course in 2014.

Her career as a Concept Artist begins as an intern at Ubisoft Milan the same year: she takes part in the creation of “Mario + Rabbids Kingdom Battle” with its “Donkey Kong Adventure” DLC, as well as “Mario + Rabbids Sparks of Hope” project with all 3 DLCs.

Now Associate Lead Artists, she is still working in Ubisoft Milan, taking part also in awesome projects like the boardgame Tristerra and the TCG Disney Lorcana from the First Chapter.

Huge Disney fan since birth and unable to sit still in her free time, she continues to create personal illustrations and comics, while spending way too much money on new Lego sets and action figures.

+









