Silvia Pasqualetto

Concept Artist and Art Director Silvia Pasqualetto started her creative career in Italy as a freelancer, working on a wide range of projects including illustration, graphic design, and web design. Over time, she shifted her focus toward the game industry, where she found a stronger connection between storytelling, design, and world-building. This transition took her from independent freelance work into more structured production environments, eventually becoming part of Supermassive Games, collaborating with multidisciplinary teams in pre-production and production with particular focus on cinematics and creature design.

She is currently based in London, working as a Concept Artist at Industrial Light & Magic, contributing to high-end visual development for film and entertainment projects. Alongside her studio work, she also teaches at SIDE Academy, where she shares her professional experience and helps guide the next generation of artists entering the industry.









