

# JESÚS ARROYO

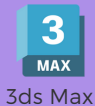
2D & 3D Artist

Madrid • +34 684313457  
jarroyo2410@gmail.com



## SOFTWARE SKILLS

### 3D Modeling



### Game Engines



Unreal Engine 5



Construct 3



Unity

### 2D Art & Extras



Photoshop



Vegas Pro 18



TB Harmony



Marmoset



Illustrator



Aseprite

## DEVELOPED GAMES - ITCH.IO

- Joaquin (Pixel Art Artist & Programmer)
- Jigokari (2D Animator)
- Poros vs Poros (BG Artist & 2D Animator)
- Misran fighters (BG Artist & 2D Animator)
- HamBread (3D Artist & Animator + UI)
- Aurei Star (W.I.P. until June 2024)

## PROFESIONAL PROFILE

A committed person with a great capacity for learning. I am passionate about dynamic environments, bringing my ideas alive with a pen and paper, brand new experiences and passionate teamwork.

My main field in the industry is 2D Animation but I have discovered a medium with which I can bring my ideas to life in an unparalleled way, that being 3D Modeling.

I have several game jams under my belt, coming out a winner in some of them. The main one was Telefónica X Group 44

## EDUCATION BACKGROUND

### Technology and Arts High School

Gredos San Diego Vallecas - September 2018 / May 2020

### Graphic Design and Vectorization of Images Course

Domestika | September 2019 - May 2020

- I learned to create to my clients liking and developed my adaptability.

### Videogame Design and Development

Universidad de Diseño y Tecnologías (A.K.A. ESNE) - September 2021 / May 2025

## EXTRACURRICULUM ACTIVITIES

### Coach and Manager for an ESports Organization

December 2019 - March 2021

I acquired a great level of companionship and I think teamwork is essential for an environment like this, as well as a lot of knowledge about the video game industry

## PREVIOUS EXPERIENCE

### English teacher

October 2020 - May 2022

### Freelance 2D & 3D Artist

June 2019 - Present

## LANGUAGES

**Castillian Spanish**   
Native Speaker

**English**   
Semi Native Speaker (C2+)

**German**   
Basic knowledge (A1)