JAVIER ÁLVAREZ PÉREZ

Concept artist and game designer

PERSONAL INFO

- 26/11/2002
- Madrid, Spain
- **+34 619 179 349**
- **javier2002alvper@gmail.com**
- https://javieralper.github.io/portfolio

EXPERIENCE

Upstream | Tapeo games
Concept artist (prop and environment desgin) | Level designer
Game Zone VR
Game designer | Developer
The Anthill | Game Jam GameScholars
Concept artist (character and environment design)
Black Swan Demo
Game designer | Developer

LANGUAGES

- English| B2
- Spanish| Native

ADDITIONAL

Character Design | Aaron Blaise | Currently

Color Theory and environments | Jean Fraisse | Currently

Dynamic Characters | Thomas Rohlfs | Currently

Language Immersion Dublin - World School Language | May 2017

Language Immersion Peterborough - World School Language | May 2018

3D Modeling and printing course - María Auxiliadora School | 2019

Training in Robotics, 3D printing and modeling - Rockbotic | 2017

EDUCATION

2020-2025
Degree in Video Game Design and Development
Rey Juan Carlos University
Madrid,Spain

2020-2026
Specialty in Contemporary Dance
Royal Conservatory of Dance Mariemma
Madrid,Spain

2018-2020
Biosanitary High School
Salesianas Villaamil - María Auxiliadora High School
Madrid,Spain

SKILLS

Design and Illustration
- Adobe Photoshop
- Adobe Illustrator
- Blender
- 3DsMax
- SketchUp

Programming languages
- C#
- C++
- Python

Engines and IDEs
- Unity Engine
- PyCharm
- Visual Studio / Visual Studio Code

QUALITIES

- Great capacity for teamwork
- Eager to learn