

# JAVIER ÁLVAREZ PÉREZ

Concept artist and game designer



## PERSONAL INFO

- 📅 26/11/2002
- 📍 Madrid, Spain
- ☎️ +34 619 179 349
- ✉️ [javier2002alvper@gmail.com](mailto:javier2002alvper@gmail.com)
- 🌐 <https://javieralper.github.io/portfolio>

## EXPERIENCE

- ★ **Upstream | Tapeo games**  
Concept artist (prop and environment design) | Level designer  
**The Last Candle**  
Art director | Concept artist | Game designer  
**Game Zone VR**  
Game designer | Game developer  
**The Anthill | Game Jam GameScholars**  
Concept artist (character and environment design)  
**Black Swan Demo**  
Game designer | Game developer

## LANGUAGES

- English | B2
- Spanish | Native

## ADDITIONAL

**Character Design** | Aaron Blaise |  
Currently

**Color Theory and environments** |  
Jean Fraisse | Currently

**Dynamic Characters** | Thomas Rohlf |  
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** - Rockbot | 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  
Mariemina  
Madrid, Spain
- 2018-2020  
**Biosanitary High School**  
Salesianas Villaamil - María Auxiliadora  
High School  
Madrid, Spain

## SKILLS

### Design and Illustration

- Adobe Photoshop
- Adobe Illustrator
- Procreate
- 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

