

JAVIER ÁLVAREZ PÉREZ

Concept artist and game designer



CONTACTO Y DATOS

- 📅 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 design) y level designer
- ★ **The Anthill | Game Jam GameScholars**
Concept artist (character and environment design)

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 - Colegio María Auxiliadora
Madrid, Spain

SKILLS

Design and Illustration

- Adobe Photoshop
- Adobe Illustrator
- Blender
- 3DsMax

Programming languages

- C#
- C++
- Python

Engines and IDEs

- Unity Engine
- PyCharm
- Visual Studio / Visual Studio Code

QUALITIES

- Great capacity for teamwork
- Eager to learn

