JAVIER ÁLVAREZ PÉREZ

Concept artist and game designer

# PERSONAL INFO

- **(a)** 26/11/2002
- Madrid, Spain
- **(0)** +34 619 179 349
- javier2002alvper@gmail.com
- https://javieralper.github.io/portfolio

## **EXPERIENCE**



#### **Upstream | Tapeo games**

Concept artist | Level designer Visual development of the environments and design of the levels and puzzle mechanics.

#### The Last Candle

Art director | Concept artist | Game designer Visual development of the video game, character design, environment and props design and game design.

#### **Game Zone VR**

Game designer | Game developer Game design and game development in Unity.

## The Anthill | Game Jam GameScholars

Concept artist

Visual development of characters and environments.

#### **Black Swan Demo**

Game designer | Game developer Script adaptation, game design and game programming in AGS.

B. Balde

## LANGUAGES

- English | B2
- Spanishl Native

## EDUCATION



**7** 2020-2025

# Degree in Videogame Design and Development

Rey Juan Carlos University Madrid, Spain



## TRAINING

#### **Character Design**

Aaron Blaise | Currently

## **Color Theory and environments**

Jean Fraisse | Currently

## **Dynamic Characters**

Thomas Rohlfs | Currently

## **Language Immersion Dublin**

World School Language I May 2017

## **Language Immersion Peterborough**

World School Language | May 2018

# 3D Modeling and printing course

María Auxiliadora School | 2019

# Robotics, 3D printing and modeling

Rockbotic | 2017

# SKILLS

### <u>Design and Illustration</u>

- Adobe Photoshop
- Adobe Illustrator
- Procreate
- Rlender
- 3DsMax
- SketchUp

#### Programming languages

- C#
- JavaScrip
- C+-
- CSS
- Pvthon
- HTML

#### **Engines and IDEs**

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

#### Other

Scrum Framework

# QUALITIES

- Great capacity for teamwork
- Eager to learn



