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José

BORDON



ABOUT ME

Hello! My name is José, I am a professional illustrator and 2D Artist for Video Games.

I have more than 3 years of experience as Lead Concept Artist and UI Designer. I am really used to managing people, time and resources. I also have experience working in Unity creating mockups.

My art can range from the simplest flat 2D to very complex volumes and perspectives. I love creating new concepts and connecting ideas with the final user of the game.

I hope to inspire you with my work!

SKILLS



Backgrounds



UI Design



Concept Art



Unity



3D Modeling



LANGUAGES

English



TOEFL Home Edition: 83/120 Points, 2023

Spanish



Mother Language

You can see my portfolio in my Artstation and Behance! 

[Click Here to watch my portfolio](#)

EDUCATION

- Graphic Design Degree
Universidad Católica de Asunción.

EMPLOYMENT

- Graphic Designer Senior
MaCAN Bidedermann, an Advertising Agency.
- UI Designer and Concept Artist
Roshka Studios, a Hyper-Casual Game company.

ACHIEVEMENTS

You can check it out in App Store or Google play.



Junk Yard



Robbery Run



Hole and Fill



Garbage Land



I have developed a huge variety of Hyper-Casual Games. 