Almudena
Sánchez Encinas

Videogame designer and developer with a versatile set of abilities and great interest in all aspects of development, specially art and UI.

Examples of my work may be viewed on my porfolio or my itch.io page. You can contact me through my email.
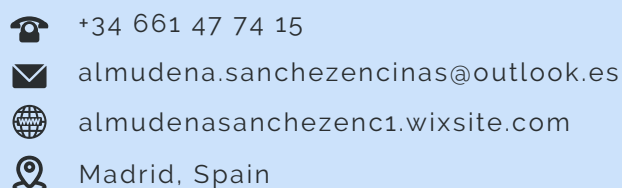
TOOLS

LANGUAGES

SOFT SKILLS

I work in an **efficient** and **diligent** manner, and employ a **creative** and **inquisitive** approach to problem-solving.

I am a **communicative** and **accommodating** teammate and keep a **healthy work environment**.

CONTACT

☎ +34 661 47 74 15

✉ almudena.sanchezencinas@outlook.es

🌐 almudenasanchezenc1.wixsite.com

📍 Madrid, Spain

FEATURED

STAND AND LECTURE - LEAVE SOMETHING BEHIND
GAMEGEN 8 - 2023
King Juan Carlos University
ORGANISING: BELGIUM GAME JAM -URJC
2023
King Juan Carlos University

EXPERIENCE

VECTORIAL ART DESIGNER
for Neural Stem Cells Lab Achucarro
2021

- Preliminary design proposals
- Definite version: raster and vectorial
- Management of time-frames and resources

2D ARTIST
Leave Something Behind

2023

- Concept art, environment tileset, assets and traditional animation using pixel art sprites
- Responsible for visual aspects, UI and promotional art
- The project

2D ARTIST AND COMPOSER
Belgium Game Jam - URJC 2023

2023

- Design and creation of visual assets
- Art department, UI and promotional art
- The project

CONCEPT ARTIST
Gamecept 2023 Contest - Virtual Souls - URJC
2023

- Jury winner
- You can view here the release an my entry

EDUCATION

DEGREE IN VIDEOGAME DESIGN AND DEVELOPMENT
King Juan Carlos University
2020

- Honorable mention in Characters and Environments
- Agile methodology and SCRUM
- Physics simulation

ENGLISH PROFICIENCY (C2 - 225)
Cambridge Assessment
2021

COURSE ON 3D MODELING AND ANIMATION
ICAI Technological Campus
2019