



Carlota Blázquez Garrido

2D Artist

Education & experience



- Fine art high school
- HND in 3D animation, games, and interactive environments
- Degree in Videogame design in ESNE university.
- B2 English level



2018: MAX VALLEY

- Creation of a 2D comic in pixel art and other media related work.

Skills



Adobe
Photoshop

Illustration, character creation and animation.



Aseprite

Pixel art skills and animation.



3ds max



Zbrush

3d modeling, low or high poly and basic level at animating in 3d.



Substance Painter

Texturing character models, props and others



Unity 3d



Unreal Engine

Basic level at introducing assets and animating.

Interests



- Video games
- Dungeons and dragons



- Art



- Anime
- Cartoons

Contact



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