

Paula Weichandt

2D GAME ARTIST · ILLUSTRATOR

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"Must be the change that you want to see in the world."

Education

U.B.A. (Universidad de Buenos Aires)

BACHELOR IN ARTS AND DESIGN

Graphic Design

Buenos Aires, Argentina

Mar. 2005 - Present

Abril Barrado

HUMAN ANATOMY WORKSHOP

Study of human anatomy, movement, expression and proportions.

Buenos Aires, Argentina

Jul. 2007 - Jun. 2007

Skills

Illustration Digital and traditional.

Management Internal team and external art providers.

Animation Character loops (cut-out and traditional) and GUI.

GUI and UX Game Interface Design

Code Repositories GIT, SVN and P4V.

Languages English, Spanish

Experience

The Other Guys

LEAD ARTIST

- Art direction of the interactive story "Sherlock Holmes: Lost Detective - Season 2" and "The Healer".
- Control over the art production development.
- Outsource and inhouse development management.
- Releasing new content on a biweekly schedule.
- Define the aesthetic of the game.
- Detailed planning of an entire season in advance (3 months ahead)
- Prototype art: Layouts, sketches and placeholders.
- Budget planning.

Buenos Aires, Argentina

May 2015 - July 2016

Okam Studio

LEAD ARTIST

- Graphic design direction in Ultimo Carnaval, developed for Square Enix.
- Art direction of the game "Mr Bean - Around the world", developed for Endemol.
- Pitch and concept development.
- Branding and communication pieces.

Buenos Aires, Argentina

Aug. 2013 - May. 2015

Heavy Boat

LEAD ARTIST

- Art direction of web and mobile advergames for clients such as Cartoon Network and Disney.
- Development of HeavyBoat's IPs.
- Mock-ups / Pitches / Concept art.
- Character and assets design
- Existing IPs art development
- GUI / Graphic design / Game identity
- Animation: Character loops and FXs (cut-out and traditional)
- Handling different technologies: HTML5, Unity3D, Spritesheets and atlas, etc.

Buenos Aires, Argentina

Jul. 2012 - Aug. 2013

Vostu

SR 2D ARTIST

- Concept design and development.
- Assets design.
- UI icons design.
- Develop communication elements such as newsfeeds and pop-ups.
- Leading small teams.

Buenos Aires, Argentina

Jan. 2011 – Jul. 2012

Metrogames

2D ARTIST

- Concept design and development.
- Worked on projects "Jungle Life (My Rainforest)" and "Fashion World".

Buenos Aires, Argentina

Mar. 2010 – Jan. 2011

Room 23

ILLUSTRATOR AND GRAPHIC DESIGNER

- Graphic design.
- Packaging design (including trademarks such as Bakugan, Barbie, etc)
- Illustration for IPs and Trademarks (Danonino, Serenito, Vivere, etc.)
- Editorial illustration.
- Advergaming art design.
- Storyboard creation.
- Worked for top companies like Danone, Unilever, Serenito, Vivere, Actimel, Bakugan, Barbie. Among others.

Buenos Aires, Argentina

Oct. 2008 – Mar. 2010

Syscope

DESIGNER

- Web design.
- Branding design.

Buenos Aires, Argentina

Jan. 2007 – Oct. 2008

Extracurricular Activity

ADVA

COLLABORATOR

- Develop communication elements.

Buenos Aires - Argentina

2010 - Present

Presentation

EVA 2015 (Argentinan Game Developer Conference)

ART DESIGN FOR VIDEO GAMES

- The lecture was about how to improve the art workflow oriented towards video games development

Argentina

Nov. 2015

EVA 2013 (Argentinan Game Developer Conference)

5 TIPS FOR BEING A GOOD GAME ARTIST

- Color theory applied to concept art, backgrounds and character design among other topics.

Argentina

Nov. 2013