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)   *Buenos Aires, Argentina*

BACHELOR IN ARTS AND DESIGN   *Mar. 2005 - Present*

Graphic Design

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
Adobe Pack	Photoshop, Illustrator, Flash, InDesign, After Effects, Dreamweaver
Collaboration Tools	Trello, Asana, JIRA, Basecamp, Slack
Code Respositories	GIT, SVN and P4V.
Languages	English, Spanish

Experience

Mundoloco CGI   *Buenos Aires, Argentina*

CONCEPT ARTIST - BACKGROUND ILLUSTRATOR   *Jan. 2017 – Present*

• Drawing concept art for effects, scenes and backgrounds.

100 Bares   *Buenos Aires, Argentina*

ILLUSTRATOR   *Jun. 2016 – Present*

• Art, backgrounds and props for Superheroes Laboratory.

The Other Guys   *Buenos Aires, Argentina*

LEAD ARTIST   *May. 2015 – Jun. 2016*

• 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 managment.
• Releasing new content on a biweekly schedule.
• Define the aesthetic of the game.
• Detailed planning of an entire season in advance (3 months ahead)
• Protoype art: Layouts, sketches and placeholders.
• Budget planning.

Okam Studio   *Buenos Aires, Argentina*

LEAD ARTIST   *Jul. 2013 – Mar. 2015*

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

Heavy Boat   *Buenos Aires, Argentina*

LEAD ARTIST   *Jul. 2012 – Jul. 2013*

• Art direction of web and mobile advergames for clients such as Cartoon Network and Disney.
• Development of HeavyBoat's IPs.
• Mock-ups / Pitchs / Concetp 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.

Vostu   *Buenos Aires, Argentina*
Sr 2D artist   *Jan. 2011 – Jul. 2012*
- Concept design and development.
- Asset design.
- UI icons design.
- Develop comunication elements such as newsfeeds and pop-ups.
- Leading small teams.

Metrogames   *Buenos Aires, Argentina*
2D artist   *Mar. 2010 – Jan. 2011*
- Concept design and development.
- Art development on "My Rainforest" and "Fashion World" facebook games.

Room 23   *Buenos Aires, Argentina*
Illustrator and graphic designer   *Oct. 2008 – Mar. 2010*
- Art and design development for top companies such as Danone & Unilever
- Graphic design.
- Packaging design
- Art development for IPs: Barbie, Bakugan, Danonino, Vivere
- Editorial illustration.
- Advergames art design.
- Storyboard creation.

Syscope   *Buenos Aires, Argentina*
Designer   *Jan. 2007 - Oct. 2008*
- Web design.
- Branding.

Extracurricular Activity

ADVA   *Buenos Aires - Argentina*
Collaborator   *2010 - Present*
- Develop comunication elements.

Abril Barrado   *Buenos Aires, Argentina*
Human Anatomy Workshop   *Jul. 2007 - Jun. 2009*
   Study of human anatomy, movement, expression and proportions.

Ariel Olivetti   *Buenos Aires, Argentina*
Digital Color   *Feb. 2012*
   Introduction to digital painting and color composition.

Ignacio Noe   *Buenos Aires, Argentina*
Illustration Workshop   *Jun. 2010*
   Illustration focused on comics and story telling.

Presentation

EVA 2015 (Argentinan Game Developer Conference)   *Argentina*
Art Design for Video Games   *Nov. 2015*
- The lecture was about how to improve the art workflow oriented towards video games development

EVA 2013 (Argentinan Game Developer Conference)   *Argentina*
5 Tips For Being a Good Game Artist   *Nov. 2013*
- Color theory applied to concept art, bakgrounds and character design among other topics.