

# 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

## 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 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.
- Asset 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.
- Art development on "My Rainforest" and "Fashion World" facebook games.

Buenos Aires, Argentina

Mar. 2010 – Jan. 2011

## Room 23

ILLUSTRATOR AND GRAPHIC DESIGNER

- 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.
- Advergaming art design.
- Storyboard creation.

Buenos Aires, Argentina

Oct. 2008 – Mar. 2010

## Syscope

DESIGNER

- Web design.
- Branding.

Buenos Aires, Argentina

Jan. 2007 - Oct. 2008

## Extracurricular Activity

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### ADVA

COLLABORATOR

- Develop communication elements.

Buenos Aires - Argentina

2010 - Present

### Abril Barrado

HUMAN ANATOMY WORKSHOP

Study of human anatomy, movement, expression and proportions.

Buenos Aires, Argentina

Jul. 2007 - Jun. 2009

### Ariel Olivetti

DIGITAL COLOR

Introduction to digital painting and color composition.

Buenos Aires, Argentina

Feb. 2012

### Ignacio Noe

ILLUSTRATION WORKSHOP

Illustration focused on comics and story telling.

Buenos Aires, Argentina

Jun. 2010

## Presentation

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### 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