

Paula Weichandt

2D GAME ARTIST · ILLUSTRATOR

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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 Character and assets design focusing on video games.

Concept Art Concept design and development. Assets design and research.

Languages English, Spanish

Experience

The Other Guys

LEAD ARTIST

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

Buenos Aires, Argentina

May 2015 - July 2016

OKAM STUDIO

LEAD ARTIST

- Graphic design direction and illustration assistant in Ultimo Carnaval, developed for Square Enix.
- Main artist and designer of soon-to-be-released Mr Bean game, developed for Endemol.
- Pitching and concepts development.
- Branding and communication pieces.

Buenos Aires, Argentina

Aug. 2013 - May. 2015

Heavy Boat

LEAD ARTIST

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

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/Danonino, Serenito, Vivere, Actimel, etc./Bakugan, Barbie. Among others.

Syscope

DESIGNER

- Web design.
- Branding design.

Buenos Aires, Argentina

Mar. 2010 – Jan. 2011

Buenos Aires, Argentina

Oct. 2008 – Mar. 2010

Buenos Aires, Argentina

Jan. 2007 – Oct. 2008

Extracurricular Activity

Vox Populi Vox Dei 2

PROGRAMMER/CONSULTOR

- Programmed the main code and visual effects.
- Designed the first bosses and level layout.

Naka Outdoors Mobile App

PROGRAMMER

- Programmed the e-commerce App on AngularJS/Phonegap.
- Published the app in the Apple App Store.
- Published the app in the Google Play Store using 2 different versions. One for older Android devices.

EHS App

PROGRAMMER

- Programmed an identity control App on AngularJS/Phonegap.
- Published the app in the Apple App Store.
- Published the app in the Google Play Store.

Steam - USA

2013 - 2015

App Store/Google Play Store

2015 - Present

App Store/Google Play Store

2015 - Present

Honors & Awards

INTERNATIONAL

2009 **3rd place**, Kongregate Weekly Contests for the game "Vox Populi Vox Dei (a werewolf thriller)"

U.S.A

2008 **3rd place**, Kongregate Weekly Contests for the game "Engines of Creation".

U.S.A

Presentation

EVA 2015 (Argentinan Game Developer Conference)

ART DESIGN FOR VIDEO GAMES

- The talk was about strategies for optimize art design and integration workflow on video games.

EVA 2013 (Argentinan Game Developer Conference)

5 TIPS FOR BEING A GOOD GAME ARTIST

- I talked about color palette considerations and its relation with emotions, expression over proportion on concept art, game graphic personality and graphic expression, among other topics.

Argentina

Nov. 2015

Argentina

Nov. 2013

Writing

250 Indie Games You Must Play

COLLABORATOR

- My game "Vox Populi Vox Dei" was published on the book.

Joe Simpson

2011