



Adriana Navarro Villacampa

CG GENERALIST, LIGHTING ARTIST

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BACKGROUND

Adriana is CG generalist, with a hunger to learn and grow. She is interested in modelling, sculpting and texturing, for both characters and assets (with a preference for characters), as well as lighting and lookdev. Research plays a major part in her projects. Her projects tend to be heavily story driven.

Her interests are influenced by a multicultural background. Adriana is a Spaniard, born in Zürich and has lived in Spain, the United States, Belgium, Czech Republic, the Netherlands and now resides in Denmark. In these six countries she has experienced their different sociocultural idiosyncrasies. Adriana has studied in six different education systems. In each case, she has adapted to understanding their particular set of values, meeting their academic requirements and complying with their behaviour codes.

This multinational experience gives Adriana an advantage when collaborating with others and working in teams, as it makes her more open minded and understanding of specific cultural traits of teammates and clients. She is flexible and she strives to facilitate communication between the two parties.

PROGRAMS

Maya
Arnold
ZBrush
Substance Painter
Mari
Photoshop
InDesign
Illustrator
Premiere Pro
After Effects
Lightroom
Unreal Engine
Clip Studio Paint
Unity
Cinema 4D

SKILLS

Modelling
Sculpting
Texturing
Game ready character/asset production (VR + Unity)
Lighting
Research
Story writing/development
Concepting
Graphic Design
Illustration
Photography
Other skills:
Bookbinding
Photography
Drawing
Painting
Sewing
Riso
Silkscreen
Cyanotype
Monotype

LANGUAGES

English (bilingual)
Spanish (bilingual)
French (B2/C1)
Dutch (notions)

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EXPERIENCE

2025	CG Generalist + Lighting Artist Story Supervision + Development Storyboard Artist “The Curse”, The Animation Workshop	CG Generalist: modelling, sculpting, texturing and shading of Assets (armour + clothing). VFX Pipeline.
2023 - 2025	Official Tour Guide The Animation Workshop, VIA University Viborg, Denmark	
2024	CG Generalist + Production Manager Technical Test for VR experience NØM (National Museum of Denmark)	CG Generalist: modelling, sculpting, texturing and shading of Assets and Characters, for VR.
2024	CG Generalist + Asset concept artist Open The Jar (Unity PC Game)	CG Generalist: modelling, texturing, and shading of Game Assets.
2023	Art Director, CG Generalist + Lighting Artist The Animation Workshop	CG Generalist: modelling, texturing, and shading of Assets, for Animation.
2022	Background Art Lead + Production Manager The Animation Workshop	
2021	Freelance Graphic Design + Social Media Identity for “More than Movement”	
2020	Graphic Design Intern D/TTMAR Studio (Rotterdam)	

EDUCATION

2022 - 2026	Bachelor Computer Graphic Arts The Animation Workshop, VIA University Viborg, Denmark	Completed three Unreal Engine Workshops and one Game Development Course. Produced and designed for VR, Games and Animation (including VFX pipeline).
2021 - 2017	Bachelor Graphic Design Royal Academy of Art of the Hague (KABK) The Hague, Netherlands	Focus on Typography, Type design, conceptualising, web, and editorial design. Final Graduation Project was nominated for the WAAG Technology & Society Award.
2017 - 2015	International Baccalaureate Diploma Prague British School Prague, Czech Republic	
2015	Adobe Pack Applied to Graphic Design workshop Prague College Prague, Czech Republic	
2015 - 2013	International General Certificate of Secondary Education (IGCSE) Prague British School Prague, Czech Republic	Advanced student with completion of the Art & Design course in one year, rather than two.
2013	Clay Sculpture Workshop MUDDUM Prague, Czech Republic	