# ARTURO GARCÍA CÁRDENAS

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GAME ARTIST & PROGRAMMER
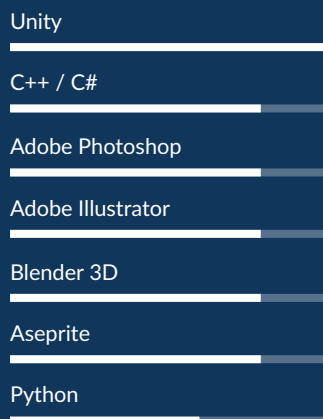
## CONTACT

Madrid, Spain

+34 682 74 11 93

arturogcdev@gmail.com

## LINKS

Portfolio

LinkedIn

Instagram

Twitter

## SKILLS

Unity

C++ / C#

Adobe Photoshop

Adobe Illustrator

Blender 3D

Aseprite

Python

## LANGUAGES

Spanish

English

German

## ADDITIONAL INFO

- Video editing skills (Sony Vegas)
- Music composing (FL Studio 12)
- Agile project management (Pivotal Tracker / GitHub)

## PROFILE

2D & 3D artist with skilled abilities in programming and experience in the development of videogame projects with a small team. Hard worker with 18 distinctions (A+) in the degree and Unity enthusiast with +4 years of experience.

## PROFESSIONAL EXPERIENCE

### CONCEPT ARTIST

JANUARY 2018 — MARCH 2018

Narratech Laboratories.

Characters concept art and a logo concept for a mobile videogame.

### LOGO DESIGNER

OCTOBER 2020 — JANUARY 2021

Made some logos with Adobe Illustrator for a company.

## PROJECTS

### WISHBORN

APRIL 2021 — APRIL 2021

An original platformer game where you can teleport using a magical orb.
Made in 1 week. Placed 3° in the JamOn 2021.

Responsabilities:

- 2D vectorial sprites
- 2D animations
- Cutscenes

LINK

### ANYAROTH

DECEMBER 2018 — JULY 2019

A 2D bullet-hell platformer made in C++/SDL by a 8 members team for the Game Development Degree.
Responsabilities:

- Concept art
- Player, 5 enemies and 3 bosses pixelart & animations
- Logo
- Dialogue System

LINK

### CHROMATURGIA

JANUARY 2018 — JUNE 2018

A pixelart puzzle game made in Unity/C# by a 6 members team.
Responsabilities:

- Concept art
- Character & tiles pixelart
- HUD
- Dialogue System
- Doors

LINK

## EDUCATION

### DEGREE IN GAME DEVELOPMENT

SEPTEMBER 2017 — JUNE 2021

Complutense University of Madrid. Madrid, Spain