



AURORA GEORGES

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ABOUT ME

I'm Aurora, a concept artist and illustrator from Norway. Specializing in character design, concept art and illustration, with basic understanding of 3D sculpting, 2D animation and Unity. I'm a fast learner, motivated and passionate artist with a strong desire to create artwork for games. Let's create something great together!

LANGUAGES

Norwegian	•	Native
English	•	Fluent

TOOLS

- Adobe Photoshop
- Miro
- Unity
- Blender
- Adobe After Effects

EXPERIENCE

FEB 2025 - PRESENT

Barcelona, Spain

FREELANCE

Working on personal and external projects

SEP 2023 - JAN 2025

Barcelona, Spain

LEAD 2D ARTIST, GRAFICOLE

Working on prototyping and defining art-styles

Leading the team and give feedback

Creating concepts and render game assets, characters and backgrounds

DEC 2021 - APR 2022

Barcelona, Spain

2D CONCEPT ARTIST, TAP4FUN

Working on Unannounced IP

Create concepts of characters, weapons and props

SEP 2019 - NOV 2021

Berlin, Germany

2D GAME ARTIST, KOLIBRI

Working on Idle Miner Tycoon

Creating concepts and illustrations of offers, characters, backgrounds and game assets

JAN 2018 - APR 2019

Danang, Vietnam

JUNIOR 2D CONCEPT ARTIST, GAMELOFT

Working on N.O.V.A. Legacy

Creating concept art and character designs
Drawing promotional illustrations

EDUCATION

AUG 2013 - JUN 2016

Hamar, Norway

HEDMARK UNIVERSITY

Bachelor degree in Digital Art and Design

KEY SKILLS

- Character design
- Illustration
- Concept art
- 2D Game assets
- Animal & creature design