



# AURORA GEORGES

aurorageorges@hotmail.com | +49 175 742013 | 13407 Berlin  
Brusebergstrasse 33, GERMANY | www.aurorageorges.com

## PROFILE

Bachelor degree in Digital Art and Design at Hedmark University of Applied Sciences, with 3 years of combined experience as a 2D Artist working in the mobile game-industry. Specialized in character design, concept art and illustration, with basic understanding of 3D-sculpting, 2D-animation and Unity. Fast learner, motivated and passionate artist with a strong desire to create artwork for games

## EXPERIENCE

<b>SEP 2019 - CURRENTLY</b> <i>Berlin, Germany</i>	<b>2D GAME ARTIST, KOLIBRI</b> Working on Idle Miner Tycoon Create concepts and illustrations of offers, characters, backgrounds and game assets
<b>JAN 2018 - APR 2019</b> <i>Danang, Vietnam</i>	<b>JUNIOR 2D CONCEPT ARTIST, GAMELOFT</b> Working on N.O.V.A. Legacy Create concept art and character designs Drawing promotional illustrations
<b>JUNE 2017 - DEC 2017</b> <i>Trondheim, Norway</i>	<b>FREELANCER, PROUDER AS</b> Drawing logos for high school-graduates
<b>JULY 2016 - MAR 2017</b> <i>Porsgrunn, Norway</i>	<b>INTERNSHIP, RETROGENE AS</b> Drawing character designs Making storyboards Create in-game layouts

## LANGUAGES

Norwegian	Native
English	Fluent
French	Bilingual

## EDUCATION

<b>AUG 2013 - JUNE 2016</b>	<b>HEDMARK UNIVERSITY OF APPLIED SCIENCES, DEPT. HAMAR</b> Bachelor in Digital Art and Design
<b>AUG 2010 - JUNE 2013</b>	<b>PORSGRUNN HIGH SCHOOL</b> General studies with specialization in art

## REFERENCES

<b>Hugo Maximiliano Cadiz</b> Studio Lead Artist at Gameloft
<b>E-mail:</b> teseo_arradio@hotmail.com
<b>Phone</b> +84 96 390 17 57

## KEY SKILLS

Character design  
Illustration  
Concept art  
Animal & creature design  
Game assets

## SOFTWARE PROFICIENCY

Adobe Photoshop CC  
Adobe After Effects  
Basic Unity  
Basic Autodesk Maya  
Basic Adobe Flash