Aaron Bacani

Digital Artist and an aspiring Game Dev

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Experience

Multi-media Experience
Krita, Photoshop, Gimp 2023-2025

- Have sufficient knowledge of Digital Art, Digital Illustrations, Layering, Color Theory, Anatomy, Perspective Concepts/Theory with over 700+ hours of experience
- Can do basic photo editing in Photoshop/Gimp

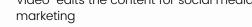### Game Development
Unity, Godot (2025 -)

- Have basic knowledge about the interfaces
- Have basic knowledge of C# and Python

Photography, Photoediting, and Video Editing
Hobbies (2023 - 2025)

- Photographs and Photo-edits the content for social media marketing
- Video-edits the content for social media marketing

Creative and detail-oriented Digital Illustrator with over 700+ hours of experience using Krita, GIMP, and Adobe Photoshop to produce high-quality digital artwork and illustrations. Skilled in character design, concept art, and digital painting with a strong eye for color, composition, and storytelling. Possesses a foundational understanding of game development using Unity and Godot, along with basic knowledge of C# and Python programming. Passionate about combining artistic vision with technical skills to create engaging visual and interactive experiences.

Academic Qualifications

La Verdad Christian School
Senior High School 2021-2023

La Verdad Christian College
Bachelor of Science in Information Systems (2023-ongoing)

Skills

Multimedia Softwares (Photoshop, Gimp, Krita)
Game Engines (Unity, Godot)
Programming Languages (Python, C#)

Soft Skills
Communication
Speaking
Confidence
Marketing