

Beatriz Alonso Carvajales

2D Videogame Artist

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Professional Experience

- Nov 2014 - Oct 2016 **Game Artist**
HeYou Games
heyougames.com
- 2014 **Lead Artist and 2D Artist**
Videogame Project for Master Course
- 2005 - 2014 **Freelance Designer and Artist**
Different private individuals

Educational Background

- 2013 - 2014 **Master's Degree in Art and Visual Design for Video Games**
U-tad, Madrid, Spain.
- 2002 - 2007 **Bachelor's Degree in Fine Arts**
Universidad Complutense de Madrid, Spain.

Published Games

- 2016 **YouTurbo** (Android, iOS)
Creation of art guidelines and art pipeline for the game
Responsible for the enemy and character outfits team
Team management and training of new artists
- 2015 **Jumping Jam** (iOS)
Jumpsters (iOS)
Creation of art guidelines and art pipelines for both games
Responsible for the entirety of the art
(concept, modelling, animation, UI and promotional art)
- Likwit** (Android, iOS)
Restyling of all existing 2D art and creation of 3D art and new FX
- 2014 **Inanis & Horo** (Android)
Creation of hand-painted textures for 3D models
UI Creation
Team management

High Competence

- | | |
|------------------|-----------------|
| Character Design | Graphic Design |
| Concept Art | Vector Art |
| Illustration | Team Leadership |

Software

- | | |
|----------------------|--------------|
| Adobe Creative Suite | UDK (Basics) |
| Autodesk 3Ds Max | Tortoise SVN |
| Unity 3D | Redmine |

Personal Skills

- Creativity
- Good sense of leadership and team work
- Ability to adapt to different art styles
- Good eye for detail
- Comfortable with iterative approaches
- Open to feedback and adaptable to change
- Deep understanding of the Fine Arts

Extra Knowledge

- Hand-painted texturing
- 2D and 3D animation
- FX Art
- Guidelines and pipelines

Languages

- Spanish** First Language
English Vantage

