

Beatriz Alonso Carvajales

2D Videogame Artist

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Professional Experience

- 2014 - 2016 **Game Artist**
HeYou Games
heyougames.com
- 2016 - 2017 **Teacher of Master Course**
Subject for UNIR Master in Video Games Design
- 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	Blender
Autodesk 3Ds Max	Mudbox
Unity 3D	UDK (Basics)

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

