

Beatriz Alonso Carvajales

2D Artist



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Work Experience

UI Artist / Game Artist, 2017 - 2018

Demium Games, Madrid, Spain

- Develop UI Art, from design and mock-ups to implementation.
- Create and build games art assets in 2D, working with both the Art and Design teams to define and follow the art style.
- Implementation of the UI elements with Unity, understanding the users' experience in a mobile game.
- Create art pipelines and documentation for all the team members.
- Support to the Branding and Communication department with graphic design, web banners, posters, corporate image, and logo design.
- Collaborate with the Art department providing artistic mentoring.

Artistic Foundations Teacher, 2016 - 2017

Master in Video Games Design and Development / UNIR University, Madrid, Spain

- Teach principles of art game development for students of a Game Design Master.
- Look to build an understanding between the Art and Design teams.
- Develop online classes and interact with the students.
- Provide presentations and online materials for the course contents.
- Correct projects and evaluate the students.

Game Artist, 2014 - 2016

HeYou Games, Madrid, Spain

- Build and create game art from concept to completion, including UI, backgrounds, characters, promotional images, animations, and FX.
- Comprehend the process of creating assets using Adobe Suite and Autodesk 3ds Max.
- Experience working with Unity with an understanding of art optimization and implementation in mobile devices.
- Understand both design and art in a mobile game experience.
- Create, update, and iterate documentation and art pipelines.
- Collaborate and work together with Design and Programming teams.
- Train and support the new members of the Art team.

Lead Artist / 2D Artist, 2014

U-tad, Madrid, Spain

- Understand a real mobile game experience as part of the Master's Degree program.
- Creation of 2D art for the game, including the whole UI Art, and hand-painted textures for the 3D assets.
- Manage, support, and motivate the members of the Art team.
- Build, update, and iterate the style guide and art pipelines.
- Cooperate and coordinate with Design, Programming, and Production teams.

Freelance Designer / 2D Artist, 2005 - 2014

Various Clients

- Provide high-quality logo designs and corporate image.
- Experience in layout work of brochures, short novels, and publications, posters and advertising.
- Create performing posters, covers, illustrations, and commissioned portraits.

Education

Master's Degree in Art and Visual Design for Video Games, 2013-2014

U-tad, Madrid, Spain

Bachelor's Degree in Fine Arts, 2002-2007

Complutense University of Madrid, Madrid, Spain

Professional Skills

- Highly proficient in Adobe Photoshop and Adobe Illustrator.
- Good knowledge of 3D modeling, mapping, and texturing.
- Great illustration skills with an excellent eye for color, composition, and lighting.
- Well-established skills to conceptualize and produce appealing game art assets.
- Ability to define and adapt to different art styles.
- Deep understanding of the Fine Arts and the traditional and digital paint techniques.
- Open to feedback and changes, and supporter of a safe environment for open critique.
- Strongly team-oriented, eager to communicate and collaborate for common projects.
- Experienced in creating pipelines, style guides, mood boards, and necessary documentation.
- Solid mentoring and teaching skills, oriented to problem-solving.

Languages

Spanish First Language

English Vantage