

### Professional Experience

- 2017 - 2018 **UI Artist**  
Demium Games ([www.demiumgames.com](http://www.demiumgames.com))
- 2016 - 2017 **Teacher of Artistic Basis in Video Games**  
UNIR University - Master in Video Games Design
- 2014 - 2016 **Game Artist**  
HeYou Games
- 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)  
Restylng 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	UI Art
Artistic Training	Team Leadership

### ✿ Extra Knowledge

Hand-painted texturing  
2D and 3D animation basics  
Guidelines and pipelines

### 💡 Personal Skills

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

### 💻 Software

Adobe Creative Suite  
Autodesk 3Ds Max  
Autodesk Mudbox  
Blender  
Unity 3D

### 💬 Languages

**Spanish** First Language  
**English** Vantage

