



CARLA VEGAS QUIJADA

CONTACT



[Carla Vegas Quijada](#)



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Mollet del Vallés, Barcelona

SOCIAL MEDIA



[Behance](#)



[GitHub](#)



[Itch.io](#)



[ArtStation](#)

SOFTWARE

Photoshop | Illustrator | Figma
HTML | CSS | Visual Studio Code
Clip Studio Paint | Procreate
Premiere Pro | After Effects
Trello | Github | Blender | Unity

HARD SKILLS

Illustration | 2D Art | Graphic Design
UX/UI Design | UI Integration
Photography | Videography | Editing

SOFT SKILLS

Creativity | Self-taught person
Fast Learner | Adaptability
Problem-Solving | Attention to Detail
Team Work | Good Communication

LANGUAGES

English - B2 First Certificate

Spanish - Native

Catalan - Native

ABOUT ME

I'm a UX/UI Designer with experience designing and integrating user interfaces in indie game development projects, working as a UI Artist and 2D Artist. Professionally, I have experience in video recording and editing at an audiovisual production company, working for clients and creating content for social media.

I describe myself as a creative passionate about design, video games and audiovisuals.

EDUCATION

Professional Certificate in UX/UI Design

Google por les pros (Online) | February 2025 - August 2025

Higher Technician in Lighting, Capture and Image Treatment

CPA SALDUIE Zaragoza (Online) | 2022 - 2024

Master in Advanced Digital Illustration

Arteneo Madrid (Online) | February - July 2021

Professional Illustration Course

Escola JOSO (Barcelona) | 2018 - 2021

EXPERIENCE

VIDEO EDITOR AND VIDEOGRAPHER

Efedos Digital Hub | October 2024 - Present

- Filming and editing for agencies, clients, and weddings.
- Content creation for clients social media.
- Photography and photo edition.
- Participation in the three HUB brands: Efedos Audiovisual Production Company, Bodadefoto, and Estudio La Pera.

DIGITAL ARTIST AND ILLUSTRATOR

Freelance | 2020 - 2024

- Illustration commissions.
- Graphic design and logo animation commissions.
- Digital art for videogames.

EVENT HOSTESS

PROFEI S.L. | 2018 - 2023

- Event organization.
- Customer service.
- Scenario and activities management.
- Product promotion.

PROJECTS



BUBBLE HEIGHTS

3D Plataformer

- UI Artist, 2D Artist.
- Game developed in 10 weeks.



TURN IT ON!

2D Puzzle

- UI Artist, 2D Artist, Web Designer.
- One week Game Jam [Levep Up 2024]