CARLOS **REDOLAR**

DESIGNER

ABOUT ME

December, 10th, 1999. Spain

Video game design and development student, interested in creativity and innovation. Able to learn and apply my knowledge to the professional field, with communication and teamwork skills. Looking for a job opportunity to develop my skills and gain experience.

LANGUAGES

Spanish		NATIVE
Catalan		NATIVE
English		B2
French		A2

CONTACT

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c/Costabona 34,
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EDUCATION

Videogame design and development
UPC - CITM - Terrassa

WORK EXPERIENCE

Graphic design
Freelance - Sabadell, Barcelona
02/2020 - Present

- Web pages, templates and brand design.
- Help and advice in brand creation.

Private class teacher
Freelance - Sabadell/Terrassa, Barcelona
06/2019 - 08/2021

- Preparation of didactic activities adapted to the type and age of learners.
- Tutorial programming to help students improve their grades.

SKILLS

- Graphic design
- 2D and 3D art and animation
- Adobe Photoshop, Premiere and Illustrator
- 3ds Max and Maya
- C, C++, C# and Unity

ADDITIONAL INFORMATION

Having been able to access the different branches of video game creation throughout my studies has given me a global vision, which is key to understanding more complex work in larger work groups. Although I have knowledge of both the more artistic (2D and 3D) and more technical (programming) branches, my speciality and predilection is towards the area of creation and design.

In addition, both in the degree and in activities outside the degree, I have acquired a great ability to communicate and organise groups and myself.