



CECILIA GARRIDO

CONTACT



[Portfolio](#)



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Madrid, Spain



[LinkedIn](#)

LANGUAGES

Spanish - Native

English - B2

French - B1

EXTRA

GameGen 5&6 Organizer
GameJam participations

SKILLS

2D DESIGN

- Concept Art
- Illustration
- Programs:
 - Clip Studio Paint
 - Adobe Photoshop
 - Adobe Illustrator
 - Procreate

3D DESIGN & ANIMATION

- Prop & Environmental design
- Blender
- 3DSMax
- SketchUp
- Implementation & shaders using Unreal

SOFT SKILLS

- Experience with Agile Development (SCRUM, KANBAN)
- Experience working on teams up to 10 people with other artist, designers & programmers.
- Experience working in projects up to 4 months.
- Good communication skills.

EXPERIENCE

2D & 3D Artist

October 2023 -Present

Integron Universe

Creation of 2D concepts for both levels and characters, as well as their subsequent 3D modelling and implementation using Unreal & Unity.

Freelance illustrator

February 2024 -Present

Production of illustrations based on literature used for merchandising.

EDUCATION

Videogame Design and Development Degree

2019-Present

Rey Juan Carlos University

Distinction in Geometric Modelling, 3D Digital Design,
Characters & Environmental Design, 3D Animation,
Visual Design & Final Art