CECILIA GARRIDO

CONTACT

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in LinkedIn

PROJECTS

A Flower's Dream: The Beginning
Duration:4 months
Roles: Character artist, CM,
script supervisor.

RatBorger
Duration: 2 weeks
Roles: 2D Artist, designer

For more projects, visit my portfolio.

LANGUAGES

Spanish - Native

English - B2

French - B1

EXTRA

GameGen 5&6 Organizer
GameJam participations

SKILLS

2D DESIGN

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

3D DESIGN & ANIMATION

- Prop & Environmental design
- Blender
- 3DSMax
- SketchUp

PROGRAMMING

- C#, C++, Java, JavaScript, HTML, CSS
- Unity, Unreal
- Decision-making systems (FSM, BT, US)
- GitHub

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.

EDUCATION

Videogame Design and Development Degree
2018-Present
Rey Juan Carlos University
Distinction in Geometric Modelling, 3D Digital Design,
   Characters & Environmental Design, 3D Animation

Technological Secundary Education
2016-2018
 IES Alfonso XII