

Rocío Campo

Junior UI/UX Designer and Game Designer

VIRTUAL RAVENS GAMES

UI/UX DESIGNER & ILLUSTRATOR

SEP 2019 - PRESENT

Responsible for designing interfaces for the games produced by Virtual Ravens, as well as collaborating with other designers on game design.

Designed all game visual assets and branded content for VRS and games

PRODUCER

SEP 2019 - PRESENT

Worked with Kanban methodology to organize the tasks for the Virtual Ravens games

GAMMERA NEST

UI/UX DESIGNER INTERSHIP

JAN 2022 - MAY 2022

Responsible for redesigning all the interfaces of the VR video game 'The Secret Trail of Moon'. Furthermore, responsible for balancing minigame rewards.

UI/UX DESIGNER & ILLUSTRATOR

JUN 2022 - AUG 2022

Additionally, the game's branded content for social networks will be created along with the redesign.

EDUCATION

GAME DEVELOPMENT AND DESIGN DEGREE

URJC 2018 - 2023

TECHNOLOGICAL BACCALAUREATE

La Inmaculada-Marillac 2016 - 2018

TOOLS

Adobe Illustrator
Figma
Unity
Adobe Photoshop
Procreate
Notion
Trello
Github
Autodesk 3Ds Max
Microsoft Office

LANGUAGE

Spanish
Mother tongue

English
B2

SHORT BIO

Game Designer passionate about understanding users' needs and finding creative solutions through interface design. Being able to come up with fresh ideas when solving a new problem is one of my strengths. I also empathize with both the client and the user in order to find the best solution for them.

My degree in Game Design and Development has enabled me to adapt my solutions to the development team's needs.