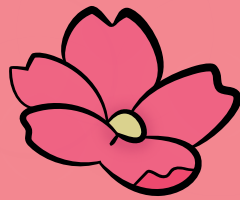


# ROCÍO CAMPO



Game Designer | UI/UX Designer

 [www.linkedin.com/in/rociocampo](https://www.linkedin.com/in/rociocampo)  
 Comunidad de Madrid  
 +34 691 82 05 44  
 [camporocio2000@gmail.com](mailto:camporocio2000@gmail.com)  
 <https://rox06io.itch.io/>  
<https://rox06io.wixsite.com/portfolio>

## WORK EXPERIENCE

### **LEAD ARTIST & PRODUCER** *VIRTUAL RAVENS GAMES* 2019 - Now

- ♦ Responsible for creating all art and social media content, as well as managing the studio team.

### **UI/UX DESIGNER** *GAMMERA NEST* January - May 2022

- ♦ Redesign of the branded content and interface of the game 'The Secret Trail of Moon'.

(Internship Contract)

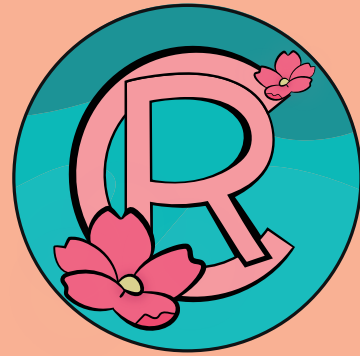
## EDUCATION

### **GAME DEVELOPMENT & DESIGN DEGREE** *URJC* 2018 - 2023

- ♦ Computing degree dedicated to game design and development.
- ♦ Representative from 2020 to 2023

### **BACCALAUREATE** *LA INMACULADA-MARILLAC* 2016-2018

- ♦ Technological baccalaureate



## ABOUT ME

As the design industry has a very large scope, I am concentrating on UI/UX design and Game Design.

In addition to being capable of communicating effectively, I am also capable of working in teams, if not leading them.

### ♦ **LANGUAGE**

Spanish

Native

B2

English

## SKILLS

UI/UX Designer	<div><div></div></div>
Game Designer	<div><div></div></div>
2D Generalist	<div><div></div></div>
3D Generalist	<div><div></div></div>
Producer	<div><div></div></div>
Community Manager	<div><div></div></div>

## SOFTWARE SKILLS

<div><div></div></div>	Adobe Illustrator
<div><div></div></div>	Unity
<div><div></div></div>	Autodesk 3Ds Max
<div><div></div></div>	Adobe Photoshop
<div><div></div></div>	Figma
<div><div></div></div>	Blender
<div><div></div></div>	Unreal Engine

### ♦ **OTHER UTILITIES**

<div><div></div></div>	Trello
<div><div></div></div>	Office Package
<div><div></div></div>	Agile methodologies Scrum/ Kanban