ROCÍO CAMPO

Game Designer | UI/UX Designer

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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*'.

(Intership Contract)

EDUCATION

GAME DEVELOPMENT & DESIGN DEGREE
2018 - 2023
URJC

- 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
- Game Designer
- 2D Generalist
- 3D Generalist
- Producer
- Community Manager

SOFTWARE SKILLS

- Adobe Illustrator
- Unity
- Autodesk 3Ds Max
- Adobe Photoshop
- Figma
- Blender
- Unreal Engine

- *OTHER UTILITIES*

- Trello
- Office Package
- Agile methodologies
  Scrum/ Kanban