



VICTOR MANUEL DEL CAMPO

2D & 3D ARTIST



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[V́ctor Manuel del Campo](#)



[Portfolio](#)



[Portfolio](#)

SKILLS

- 3D Modelling and Texturing
- *Sketching*, Concept Art & Pixel Art
- 2D Animation
- Basic 3D Animation
- Graphic Design knowledge
- Office IT knowledge

SOFTWARE

3Ds Max	2 years
Marmoset Toolbag	2 years
Substance Designer	currently learning
Adobe Photoshop	3 years
Procreate	3 years
Adobe Illustrator	3 years
Aseprite	3 years
Unity Engine	2 years
Unreal Engine	currently learning
Adobe Premiere Pro	1 year
Microsoft Office	5 years

LANGUAGES

- **Spanish:** Native
- **English:** C1 Level, Cambridge certificated
- **French:** A2 Level

EVENT PARTICIPATION

FEELMOTION: UDIT's International Short Film Festival

February 2023 - June 2023

- Graphics Department
- Trophies and Merchandise Department
- Production Department

AULA: International Student Exhibition and Educational Offer, Madrid

March 2023

- UDIT's Engineering and Videogames Area Ambassador

MATCH IN GAMES: UDIT's Videogame and Animation Exhibition

June 2022

- Cooperation in organization of the event

EDUCATION

Video Games and Virtual Environments Design and Development Degree

UDIT, University of Design and Technology, Madrid.
(2021 - Present)

High School Diploma in Social Sciences (2019-2021)

PROJECTS

- **"Phantom Seekers"**, currently in development
- **"Ranas Insanas (Insane Lake)"** (demo available on [Itch.io](#)), currently in development
- Participation in "Jammaggedon" 2022: **"Neon Scroll"** (available on [Itch.io](#))
- Prize Winner in **Telefónica's "Hack4Good" 2022**
- Participation in **GameJam Madrid Crea 2022**: *"Va a haber movida"*
- 2nd Prize winner in Realme Spain x "D&D Honor Among Thieves"'s **Packaging design contest** (2023)

INTERESTS & HOBBIES

- I love **Music**, specially dancing and singing
- **Art and History** are my main source of inspiration
- I really enjoy **cooking**
- I love watching **films**, specially **Musicals**
- **Tourism, travelling** and **discovering new places**