

# Beatriz Alonso Carvajales 2D Artist

+1 (914) 387 2733

beatrizalonso84@gmail.com

## Work Experience

### Freelance Designer / 2D Artist, 2005 - 2022

Various Clients

- Provide high-quality logo designs and corporate image.
- Design and produce layouts of brochures, short novels, and publications, posters and advertising.
- Create performing posters, covers, illustrations, and commissioned portraits.

### UI Artist / Game Artist, 2017 - 2018

Demium Games, Madrid, Spain

- Develop UI Art, from design and mock-ups to implementation.
- Create and build games art assets in 2D, working with both the Art and Design teams to define and follow the art style.
- Implement UI elements with Unity 3D, attending to image optimization and the mobile game users' experience.
- Define art pipelines and documentation for the Art and Design teams.
- Support the Branding and Communication department with graphic design, web banners, posters, corporate image, and logo design.
- Provide artistic mentoring and tutorials.

### Artistic Foundations Teacher, 2016 - 2017

*Master in Video Games Design and Development* / UNIR University, Madrid, Spain

- Teach principles of art game development for students of a Game Design Master.
- Aim at building a culture of understanding between the Art and Design teams.
- Create presentations and online materials for the course contents.
- Correct projects and evaluate the students.

### Game Artist, 2014 - 2016

HeYou Games, Madrid, Spain

- Build and create game art from concept to completion, including UI, backgrounds, characters, promotional images, animations, and FX.
- Gain skilled control of the processes of creating assets using Adobe Suite and Autodesk 3ds Max.
- Implement game assets using Unity 3D, attending to image optimization and the mobile game users' experience.
- Investigate and produce images with different artistic styles, creating multiple options of mock-ups and concept art.
- Define, update, and iterate documentation and art pipelines.
- Cooperate with Design and Programming teams and cultivate a culture of understanding and collaboration.
- Train, support, and mentor new members of the Art team.

### Lead Artist / 2D Artist, 2014

U-tad, Madrid, Spain

- Live a real game development experience as part of the Master's Degree program.
- Create 2D art for the game, including the whole UI Art, and hand-painted textures for the 3D assets.
- Manage, support, and motivate the Art team.
- Define, update, and iterate the style guide and art pipelines.
- Cooperate with Design, Programming, and Production teams and promote understanding and collaboration.

beaconpancakes.com

Portfolio, website and blog

## Education

### Master's Degree in Art and Visual Design for Video Games,

2013-2014

U-tad, Madrid, Spain

### Bachelor's Degree in Fine Arts,

2002-2007

Complutense University of Madrid, Madrid, Spain

## Professional Skills

- Expert understanding of digital art and highly proficient in Adobe Photoshop and Adobe Illustrator.
- Good knowledge of 3D modeling, UV mapping, and texturing.
- Great illustration skills with an excellent eye for color, composition, and lighting.
- Well-established skills to conceptualize and produce appealing game art assets.
- Ability to define and adapt to different art styles with an eye for detail.
- Deep understanding of the Fine Arts and the traditional and digital paint techniques.
- Open to feedback and supporter of a safe environment for sincere and diverse critique.
- Strongly team-oriented, eager to communicate and collaborate for shared projects.
- Experienced in creating pipelines, style guides, mood boards, and necessary documentation.
- Solid mentoring and teaching skills, oriented to problem-solving.

## Languages

**Spanish** First Language

**English** Vantage