

Eduardo Alonso García

GAME DESIGNER

PORTFOLIO

www.edualonso.es

EMAIL

edu1337@gmail.com

PHONE

(+34) 689 216 794

SUMMARY

Indie game designer with 6 years of professional experience in the game industry and a background as a Concept and 2D artist.

SKILLS & ABILITIES

- Highly creative for game design and visual design
- Great digital drawing and painting skills
- Expert user of Photoshop, Inkscape, and document editing packages like MS Office, Google Docs
- Able to make quick prototypes using Gamemaker or Unity
- Working knowledge of version control systems

GAME EXPERIENCE

2016-18

Gritmaniacs

- Game Designer, Artist and Programmer for "Sneak Ops", a F2P arcade game that was featured globally by Apple and got more than 1 million downloads.
- Game Designer and Artist for "Trapchitect", a small game for the Wave Engine Contest, awarded with the 2nd prize.

2014-16

Freelance Artist

- Created the concept art for preproduction for an unreleased ecosystems game
- Worked as a 2D/UI artist for mobile and HTML5 games
- Participated in several game jams as game designer/artist

2013-14

Virtual Toys

- Worked in games for well known IP's such as Looney Tunes and Muppets
- Created concept designs for characters and weapons for a MOBA called Pirates: Treasure Hunters

2012-13

Freedom Factory

- Created art for pitching a game with a TV show license (Falling Skies)
- Painted concepts and assets for a well known IP (Young Justice)

2003-2006

CipSoft

- Contributed to the MMO Tibia by making pixel art and other assets for the game

EDUCATION

2009-2012 Fine Arts (University of Salamanca, Salamanca)

2006-2009 Graphic Design & Illustration (School of Art, Oviedo)

2004-2005 Computer Science (University of Oviedo, Oviedo)

LINK TO ONLINE PORTFOLIO

<http://www.edualonso.es>