

Eduardo Alonso García

GAME DESIGNER AND ARTIST

WEBSITE

www.edualonso.es

EMAIL

edu1337@gmail.com

PHONE

(+34) 689 216 794

SUMMARY

I'm a game designer and video game artist with 10 years of professional experience in the videogame industry as a game developer, designer, and 2d artist.

SKILLS

- Experience as an independent game developer and designer: I can and have made complete commercial games on my own.
- Expert user of game engines like Gamemaker, Unity, or HaxeFlixel and respective languages GML, C# and Haxe.
- Highly creative for game design and visual design.
- Great digital drawing and painting skills.
- Expert user of Photoshop and other image manipulation and illustration applications, as well as office software like MS Office, Libre Office or Google Docs.
- Proficient with version control systems like Git or SVN.

EXPERIENCE

2020-2021

Freelance Designer

- Level designer for "Lucky Luna", an arcade roguelike platformer for mobile.
- UI/UX Designer for "Temtem", cross-platform MMO.

2019-2022

Independent Game Developer

- Designer, programmer and artist for "100 vacas" a 2D shooter game for Steam.
- Designer, programmer and artist for "Mis vacas", a game for the Ludum Dare 46 Game Jam, which was ranked 9th of 3576 games overall.
- Designer, programmer and artist for "Pop Panic", a F2P arcade game for mobile devices

2016-2019

Gritmaniacs (Founder & Creative Director)

- Game Designer, Artist and Programmer for "Sneak Ops", a F2P arcade roguelike stealth 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.

2014-2017

Freelance Game Artist

- Created the concept art for pre production for several unreleased titles
- Worked as a 2D/UI artist for mobile and HTML5 games
- Participated in several game jams as game designer/artist making games like "Element Smash", "Suspicious Minds" or "Smileman Saves the Day"

2013-2014

Virtual Toys

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

2012-2013

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 as a community member by making pixel art and other assets that were eventually added to the actual game

FORMAL EDUCATION

2009-2012

Fine Arts (Universidad de Salamanca)

2006-2009

Graphic Design & Illustration (Escuela de Arte de Oviedo)

2004-2005

Computer Science (Universidad de Oviedo)

LINK TO ONLINE PORTFOLIO

<http://www.edualonso.es>