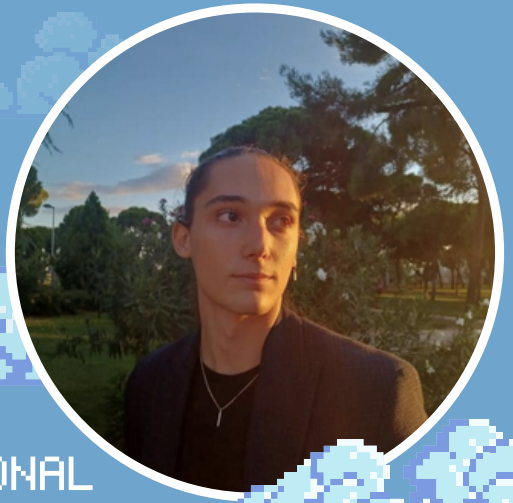


JAVIER ÁLVAREZ PÉREZ

Concept artist and game designer



PERSONAL INFO

- 📅 26/11/2002
- 📍 Madrid, Spain
- ☎️ +34 619 179 349
- ✉️ javier2002alvper@gmail.com
- 🌐 <https://javieralper.github.io/portfolio>

EXPERIENCE



Upstream | Tapeo games

Concept artist | Level designer
Visual development of the environments and design of the levels and puzzle mechanics.

The Last Candle

Art director | Concept artist | Game designer
Visual development of the video game, character design, environment and props design and game design.

Game Zone VR

Game designer | Game developer
Game design and game development in Unity.

The Anthill | Game Jam GameScholars

Concept artist
Visual development of characters and environments.

Black Swan Demo

Game designer | Game developer
Script adaptation, game design and game programming in AGS.

LANGUAGES

- English | B2
- Spanish | Native

EDUCATION



2020-2025

Degree in Videogame Design and Development

Rey Juan Carlos University
Madrid, Spain

ADDITIONAL TRAINING

Character Design

Aaron Blaise | Currently

Color Theory and environments

Jean Fraisse | Currently

Dynamic Characters

Thomas Rohlf | Currently

Language Immersion Dublin

World School Language | May 2017

Language Immersion Peterborough

World School Language | May 2018

3D Modeling and printing course

María Auxiliadora School | 2019

Robotics, 3D printing and modeling

Rockbotic | 2017

SKILLS

Design and Illustration

- Adobe Photoshop
- Adobe Illustrator
- Procreate
- Blender
- 3DsMax
- SketchUp

Programming languages

- C#
- JavaScript
- C++
- CSS
- Python
- HTML

Engines and IDEs

- Unity Engine
- PyCharm
- Visual Studio / Visual Studio Code

Other

- Scrum Framework

QUALITIES

- Great capacity for teamwork
- Eager to learn

