

Jose A. Pérez

2D Generalist Sevilla

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ABOUT ME

*I have worked as a 2D Artist for various companies such as **Kaiju Games**, **Viva Games Studios**, **Cope Málaga**, **Junta de Andalucía**, both on-site and remotely. I have also taught 2D Art and Animation at **EVAD**, **the School of Video Games and Digital Art** in Málaga.*

I have experience in different fields such as graphic design, manual layout, and video editing or YouTube and social media.

EXPERIENCE

- **Kaiju Games**
2D Generalist for the game Nekoria: Dungeon Souls
- **OXO Videogame Museum (Málaga and Madrid)**
Various 2D Art and Pixel Art Game Generalist projects through the company Kaiju Games.
- **Viva Games Studios**
Touch-up of AI-generated digital illustrations for Real Car Racing Simulator through the company Kaiju Games.
- **Viva Games Studios**
Icon and UI element design for Wacky Cars through the company Kaiju Games.
- **Forma Animada**
Animation, editing, and short film production.
- **Junta de Andalucía**
Direction, storyboard, and production of the MOAD (Digital City Council Model) video through the company Soltel Group.
- **Des-Animados Films**
Various national and international productions for film and TV as an animator and inbetweenner.
- **Dibus Animados**
Various national and international productions for film and TV as an animator and inbetweenner.

STUDIES

- **Concept Art: Character Design for animation y videogames**
Domestika
- **Concept Art: Background Design.**
Domestika
- **Animation in After Effects**
Domestika
- **Photoshop illustration Course**
Crehana
- **Web Page Design Course**
SAFA Center
- **Escuela de Artes Aplicadas de Sevilla**
FP Grado Sup.
- **Animation 2D Course**
24 Months
- **Cómics Course**
24 Months