

# Denis Bernalte S.

Email: [denis.bernalte.se@gmail.com](mailto:denis.bernalte.se@gmail.com) | +34 660 83 37 23 | [LinkedIn](#) | [Portfolio](#)

ENGLISH | SPANISH | VALENCIAN

2D artist and freelance pixel art animator with proficiency in Unity. Excited to work on pixel art and animator-related projects. Eager to develop and learn new skills, with a strong and professional work ethic. I am in my third year of the Bachelor's program in Game Design and Development at Florida Universitaria and currently, in Belgium, studying Creative Technologies and Interaction at KdG Hogeschool through the Erasmus program. Right to live/work in UK-Europe or remote work.

Don't hesitate to contact me!

## Skills & Familiar With

- **Digital art:** Pixelart - 2D & 3D animation - Concept art - Illustration - 2D Stylized Art - Texturing - 3D Modeling
- **Softwares:** Unity - Unreal Engine - Godot - Aseprite - Blender - 3ds Max - Photoshop - Trello - Gitlab - 3D Painter - Quixel Mixer - Adobe Animate
- **Game design:** User interface (UI) - Level design - Game narrative development
- **Languages:**
  - English - Intermediate
  - Spanish - Native
  - Valencian - Native

## Proyects/Works

I have experience working in team for different videogames and projects, for example:

- The video game **Forgotten Loop** by creating the design and pixelart animations for the main character and an enemy, making the cinematics and doing concept arts.

Actually, I am a **freelancer** in the web **Fiverr** as a **pixel artist-animator** that did a big variety of animated sprites for the game **Abathor** and some indie games.

**[Link to my portfolio](#)**

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## Universities & Associations

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- Florida Univeritaria - Valencia, Spain
  - Karel de Grote Hogeschool - Antwerp, Belgium
  - Federation of Chess - Montserrat Association
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