



Irene Centelles Nebot

Environment Concept Artist - Castellón



Portfolio: www.artstation.com/irenecentellesart



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Personal Summary

As a creative person, I love exploring ideas that fit really well in the project alongside a team. I have experienced working in video games and I've gained good knowledge of the pipeline as well as a nice traditional art foundation. Eager to be challenged, resilient, and docile.

Work Experience

Editorial content and layout designer - Servipoli Foundation of C.V.

October 2019 - May 2020

- Worked on design, arrangement, and layout didactic material based on feedback.
 - Provided new types of designs more visually readable by self-driven motivation.
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Skills

- Drawing and painting in Adobe Photoshop, Clip Studio and Illustrator.
 - 3D modelling in Autodesk Maya and Zbrush.
 - 3D Texturing in Substance Painter.
 - Game development in Unity and Unreal Engine.
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Education

Master's Degree In Design, Development And Marketing Of Video Games

2020 - 2022 University of A Coruña.

- Game development of "Avy: Fables of the Night".

Bachelors Of Arts In Fine Arts

2015 - 2020 Polytechnic University of Valencia.

2019 Promoe Santander Iberoamerica Grant

- Six months at the Catholic Pontifical University of Chile.

Human Figure Drawing Course

2018 Barcelona Academy of Art.

Languages

English: C1 level

Spanish: Native language

Valencian: Native language

Extra information

Full driving license.

2020 First place in "STARTUPV 2k20".

2019 Drawing on the Drawing Department's drawing pool.