

JUDITH ABELENDA

CONCEPT ARTIST

CONTACT



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www.artstation.com/judeabpo



Barcelona, Spain

SKILLS

- Concept, Character and Prop Design
- 3D Modelling and Sculpting
- Knowledge of 2D/3D Pipeline
- Anatomy, / Lighting / Use of Color

SOFTWARE PROFICIENCY



Autodesk Maya



Adobe Photoshop



Adobe InDesign



Blender



Substance 3D Painter



Zbrush



Keyshot



Quixel Suite

LANGUAGES

English	◆◆◆◆◆
Spanish	◆◆◆◆◆
Catalan	◆◆◆◆◆
French	◆◆◆◆◆

PROFILE

Concept Artist and Character Designer based in Barcelona, looking for an opportunity to grow as an artist within the world of video games, bringing forth the ability to work well with others and use my art skills to visually enhance projects.

WORK EXPERIENCE

Concept Artist and Character Designer / Remote

Astral Clocktower Studios, Pennsylvania USA November 2021 - Present

- Creating promotional art, concept art and prop design for levels, along with character designs, armor, and VFX for the overall game. As well as creating internal turnarounds and callouts for said levels and characters, used as a reference for 3D modelers.

Freelance Concept Artist

July 2021 - November 2021

- Worked in three short films, where I designed characters, props and concept art pieces that were used to achieve the right mood in filming

Designer in Marketing and Communications

Play the Game Agency, Barcelona December 2019 - April 2020

- Running all social networks, organizing events and participating in a variety of design projects, like graphic design or 3D mockups for events and conventions.

Production Assistant

Peekaboo Animation, Barcelona November 2018 - May 2019

- Performed review of scripts for translation, organization of material, controlling social networks and creating banners or other artistic tasks.

EDUCATION

Masters Degree in Concept Art and Character Design

ECIB - Escola de Cinema de Barcelona 2020-2021

Concept art for environments, objects, characters, and creatures, applied to the animation, video game, and motion picture industries.

Bachelors Degree in Animation And VFX

La Salle - Ramón Llull, Barcelona 2016-2018

2D and 3D Animation, Modeling, Texturing, Lighting, video editing and VFX composition. Video game / animation pipeline workflow and asset management.