

# Simón Sánchez

Game Designer looking forward to growing professionally in all the fields related to game development. Wanting to produce the best possible game and product.

## EXPERIENCE

### [Skillshare](#) and [Udemy](#) — *Online Instructor*

August 2018 - PRESENT

- Creation of online game development related courses.
- From planning to video and audio editing.
- Explanation of both technical and artistic concepts.
- Personal assistance and detailed feedback to students.

## EDUCATION

### **BIOS**, Montevideo— *Professional Designer and Animator for Video Games in 2 & 3 Dimensions*

2016 - 2018

- 3D Modelling, Rigging and Animation with 3DS Max
- Traditional Drawing and Animation
- Digital Painting
- Pre-Production, Storyboarding and Cinematic Language
- Digital and Traditional Sculpting

### **Círculo Informático**, Montevideo — *Graphic Design Technician*

2011 - 2012

## PROJECTS

### **Global Game Jam**

Since 2017 I've participated in the GGJ event, met top-notch people and developed team-work and quick iteration skills.

- [Repairates](#) (2020) - Participated as environment and UI pixel artist.
- [Senior ADcape](#) (2019) - Participated as Environment and UI artist.

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Montevideo, Uruguay

## PERKS

Ability to think logically and creatively.

Able to give and receive feedback to improve production.

Able to communicate and work in a team.

Willing to learn new skills, software and workflows.

Attention to detail.

## SKILLS

### Game Design

- Unity (C#)
- G Suite
- Trello

### 3D Production

- Blender
- Substance Painter

### 2D Production

- Affinity Suite
- Photoshop
- Krita
- Aseprite

## LANGUAGES

Spanish - Native

English - Fluid