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Patricia Muñiz Vallejo

EDUCACIÓN

- 2024 - Trazos, Madrid, Spain — *Online Game Design Master's Degree*

I gained skills from a complete videogame creation pipeline, from designing the concept for a videogame, game systems design and its planning, to UI design, programming, and 3D modeling focused on videogames, all this prioritizing the player experience..

- 2023 - U-tad, Madrid, Spain — *Animation Degree*

I developed a profound knowledge of every phase of an animation production, pre production (concept art, pipeline design and production plans, storyboard, layout and scripts), the production phase (2D and 3D animation, 3D modeling and texturing, and sound design) and finally post production (composing and video editing).

EXPERIENCIA

- 2022 - Zinkia, Spain — *Concept Artist Internship*

We worked on the preproduction of a pilot episode for a new series, I focused on prop design, concept art and color design.

- 2021 - "Gurrú", Student 2D Animation Shortfilm — *2D Animation, Background Artist*

I was responsible for animating shots from its earliest phases (rough animation) to clean up, vfx and composition, also designing and illustrating environments and backgrounds. Finally I participated broadly on the development of the shortfilm, contributing with ideas and general problem solving.

SOFTWARE

-Microsoft Office -Photoshop -Adobe After Effects -Unreal -Unity
-Autodesk Maya -Blender

LANGUAGES

Spanish - Native English - Bilingual
