

Cristina Laura Ramírez Castro

Visual Development | Concept Art

Date of birth: 26 October 1999 From: Málaga, Spain

Experience

Private teacher

- Illustration and Concept Art November 2022-June 2024 Character design, enviroment design, props design, thumbnails, mood painting, storyboards, background painting, lighting keys, matte paintings, children's illustrations, illustration for animation, how to use Photoshop interface

Freelance

- Graphic Designer 2017-2022 Logotipes, brand design, corporate stationery, illustrations

Tango Studio

- Graphic Design Internship February 2021-April 2021 Brand design, corporate stationery, packaging, motion graphics

Education

Graphic Design Degree

- San Telmo School of Art Málaga 2017-2021

Plastic Arts Bachelor's Degree

- Institute Of Secondary Education (I.E.S.) Reyes Católicos Velez-Malaga 2015-2017

Interests

- Crafts, acrylics, watercolors, layered paper art, ceramics
- Read comics, mangas and visual novels, writing short stories
- Watch high cinematographic or storytelling development movies
- Listen to different kind of music, sing, playing the piano
- Play ping pong, swimg, dance

Courses

Concept Art for Video Games

- Course by Nacho Yagüe - Domestika December 2024 - March 2025 Develop scenarios for AAA video games

Concept Art & Illustration

- Course by "Escuela de Jean Fraisse" November 2023 - November 2024 Portfolio development: Props, textures, history of architecture, environments and scenario design, color, image creation, character and costume design, keyframes and Illustrations

Concept Art: Introduction to Set Design

- Course by Jean Fraisse - Domestika December 2022 - June 2023 Create incredible worlds for audiovisual productions

Adobe Photoshop for Concept Art

- Course by Nacho Yagüe - Domestika March - August 2022 Become a concept artist for movies or video games using Photoshop

Software

Language

- Photoshop

- Spanish (Native)

- Illustrator

- English B2

- Indesing

- After Effects

- Infinite Painter