



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, environment 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
Logotypes, 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-Málaga 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, swim, dance

Courses

Concept Art & Illustration

- Course by "Escuela de Jean Fraise"
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 for Video Games

- Course by Nacho Yagüe - Domestika
August 2023
Develop scenarios for AAA video games

Concept Art: Introduction to Set Design

- Course by Jean Fraise - 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

- Photoshop
- Illustrator
- Indesign
- After Effects
- Infinite Painter

Language

- Spanish (Native)
- English B2