Adolfo José Roig Oviedo

POLYMATH CREATIVE

Also known as **Adox**

Age: 31 / +8 years of experience Currently based in Barcelona, Spain. Available anywhere in the world.

Spanish citizen, EU work permit.

Ideal positions:

- · Creative Direction
- · Videogame Artist
- Game Designer

FULL PORTFOLIO at:

adox-tnw.com



Anywhere I work I like getting involved in everything. Feeling like a part of something bigger, not just a clog in the machine. I want to learn until I'm old and teach what I can.

This is the creative industry and we actually get to love our jobs.

Mobile phone: +34 644201103 e-mail: adox.tnw@gmail.com

hyperberrygames.com otemsdefiance.com

Skills

- **Graphic Designer:** Corporate ID, print, editorial, packaging, motion graphics, video editing.
- UI and UX: desktop, mobile, videogames.
- 3D artist: Videogame oriented. Modeling, texturing, illumination, special effects.
- Programs: Photoshop, Illustrator, After Effects, Maya, Bryce, ZBrush,
 Unity 5, Microsoft Office, Mac + PC, Git Repositories, Agile Environment.
 (All advanced, more than 8 years of experience)
- Public Speaking

Experience

Worked at:

- Art Director at Canvas Barcelona (2015)
- Game Artist at CORSEGAMES (2013-2015)
- Web Designer at KIGO Inc. (2013)
- Interfaces & Creative Designer (Corporate, Brand, Web and Ideas Designer) at eBD Soft (2012)
- Senior Designer and Creative at 5iMedia C.A. (2008-2009)
- 3D Artist at AP Animation Studios (2006)

CO-FOUNDER at SodaBerry Agency (2011 - 2015):

- UX and Interface Designer for WÜRTH ELEKTRONIK (2012-present)
- Videogame 2D and 3D Artist, Interface Designer for Mecaludens C.A. (2012)

CO-FOUNDER at HyperBerry Games (2015 - current):

(Game Artist, Game Designer)

• "Otem's Defiance" (available on STEAM)

Education

- GameBCN Videogame Companies Incubator (2014-2015)
- Chartboost University Program (2014)
- Master's Degree in Videogame Design and Programming at Universidad Europea de Madrid (2009-2010)
- Degree in Graphic Design and Management at Universidad Nueva Esparta (2003-2008)
- Official Certified Autodesk Maya training, Animation and Screenplay at AP Animation School (2004 – 2006)
- Adobe Official Certified training at Posa Studio Creativo (2007-2008)
- Science Bachelor at Unidad Educativa Colegio Claret (1992-2003)