# Adolfo José Roig Oviedo

*“Polymath Creative”*

Also known as: Adox

Age: 31

+8 years of experience

Currently based in Barcelona, Spain. Available anywhere inn the world.

Spanish citizen, EU work permit.

Some ideal positions: creative direction, videogame artist, game designer.

### Full Portfolio at: [www.adox-tnw.com](http://www.adox-tnw.com)

Phone: +34 644201103

E-mail: [adox.tnw@gmail.com](mailto:adox.tnw@gmail.com)

Other: 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 as:  
**• 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”** (shipped title, 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)