



AURORA GEORGES

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Bachelor degree in Digital Art and Design at Hedmark University of Applied Sciences, with 5+ years of combined experience as a 2D Artist working in the mobile game-industry. Specialized in character design, concept art and illustration, with basic understanding of 3D sculpting, 2D animation and Unity. Fast learner, motivated and passionate artist with a strong desire to create artwork for games.

LANGUAGES

Norwegian	Native
English	Fluent
French	Bilingual

REFERENCES

Hugo Maximiliano Cadiz
Studio Lead Artist at Gameloft

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EXPERIENCE

SEP 2023 - CURRENT

Barcelona, Spain

LEAD 2D ARTIST, GRAFICOLE

Working on prototyping and defining art-styles

Leading the team

Create concepts and render game assets, characters and backgrounds

DEC 2021 - APR 2022

Barcelona, Spain

2D CONCEPT ARTIST, TAP4FUN

Working on Unannounced IP

Create concepts of characters, weapons and props

SEP 2019 - NOV 2021

Berlin, Germany

2D GAME ARTIST, KOLIBRI

Working on Idle Miner Tycoon

Create concepts and illustrations of offers, characters, backgrounds and game assets

JAN 2018 - APR 2019

Danang, Vietnam

JUNIOR 2D CONCEPT ARTIST, GAMELOFT

Working on N.O.V.A. Legacy

Create concept art and character designs
Drawing promotional illustrations

EDUCATION

AUG 2013 - JUNE 2016

HEDMARK UNIVERSITY OF APPLIED SCIENCES, DEPT. HAMAR

Bachelor in Digital Art and Design

KEY SKILLS

Character design
Illustration
Concept art
Animal & creature design
Game assets

SOFTWARE PROFICIENCY

Advanced - Adobe Photoshop
Basic - Adobe After Effects
Basic - Unity
Basic - Blender
Basic - Adobe Flash