

Alicia González García

(+34) 664 425 233

aliciaggarciaart@gmail.com
C/Obispo Benítez de Lugo nº14 cp 38300, La Orotava
Santa Cruz de Tenerife (Canarias) 1993
@alicerolling
artstation -Alicia G. García



I'm Alicia, a concept artist based in Barcelona.

Also I work as illustrator and stop motion animator.

This last year I have specialized in Turn around and background design for video games and TV series.

PROFESSIONAL EXPERIENCE

PLAYFUL PROJECTS 2013

Illustrator

Archaeological Museum, Puerto de la Cruz, Tenerife
Design of posters and illustrations for children's activities.

"Mini books; MAGIC OF MY NAME" y "THE MAGIC OF MY NUMBERS" 2016, books

Illustrator

BWater Studios, Barcelona
Children's books Illustrations.

DINOGAMES 2016, transmedia project,-on production

Concept artist

Moonbite Studios, Barcelona
Character design for a children's tv show and video game .

MAGEK 2016, short film -on production

Director - Writer

Escola Joso, Barcelona
Stop motion short film.
Personal project about the Canarian aboriginal mythology. Character design, environments and general visual treatment.

SUMMERTOWN 2016, video game

Art director

Coven of Cats Studio, Barcelona
Graphic Adventure video game. Responsible for character design, pixel art, backgrounds and management of the concept art team.

NIKÓ Y LA LUNA 2017, *feature film animation -on production*

Concept artist

APemanSTUDIO, Barcelona

Character design and scenarios.

SHERLOCK IN ANTWERP 2017, *animated tv show*

Concept Art, Environment illustration

BWater Studios, Barcelona

Children's animation series. Creation of 2D backgrounds from design to final rendering.

FLOCKY 2017, *short film -on production*

Concept Art

2D Environment design.

NO NAME 2017- 2018, *short film -on post production*

Art Director, Concept artist

La Academia de Animación, Barcelona

Stop motion short film.

SPACE 96 2018, *video game -on production*

Concept Art

The GameForger, Barcelona

Character game design for a VR space video game.

Filly Funtasia 2018, *TV show -on production*

Character design, Turn Around, Layout animación 2d

BWater Studios, Barcelona

TV series of the classic toys Filly Fairy. Design of characters and turn around artist.

Concept art 2019, *2 month course*

Concept art teacher

La Academia de Animación, Barcelona

Classes course taught on drawing and concept art for beginners.

Memorias de Idhun 2019-2020, *Comic -on production*

Color Artist

Estudio Fenix, Barcelona

Color treatment for the juvenile adventure novels "Memorias de Idhun".

No me llames Olvido 2019 (*Wrote by Ruth Utande*), *Novel*

Editorial Illustration

Angels Fortune Editions, Canary Island

Embershine 2019, *video game -production on pause*

Concept artist

Naduku Games, Barcelona

Lead character designer for a fantasy, open world game.

Nadie a quien querer 2020 (*Wrote by Ruth Utande*), Novel

Editorial Illustration

Angels Fortune Editions, Canary Island

Bennevine the game 2020, *video game -on production*

Concept artist

Naduku Games, Barcelona

Lead character designer for a a 3rd person Adventure with puzzle-solving and dialogue mechanics inspired by point-n-click games with real-time combat.

FORMATION

Bachillerato Artístico (High school degree)

Art school and Superior of Design Fernando Estévez

2009- 2011, Tenerife

ARTISTIC PHOTOGRAPHY CERTIFICATE OF HIGHER EDUCATION

Art school and Superior of Design Fernando Estévez

2011- 2012, Tenerife

ILLUSTRATION'S CERTIFICATE OF HIGHER EDUCATION

Art school and Superior of Design Fernando Estévez

2012- 2014, Tenerife

CONCEPT ART MASTER'S DEGREE

Escola Joso, Comic center and visual art

2015-2016, Barcelona

STOP MOTION COURSE

La Academia de Animación

2017, Barcelona