



Rosana Margarida Couceiro

Designer | Illustrator



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Designer and Artist pursuing a solid career with preference for the multimedia and entertainment fields but open to other interests. Has worked as a freelancer since 2012 with projects developed for companies based in UK, Denmark, South Africa and USA.
Looking for long and short term contracts, and full-time job opportunities.

KEY COMPETENCES

- + 3 years of experience as a designer and artist working with tight deadlines and demand for quality;
- Experienced in diverse art styles depending on client needs and product themes;
- Development of artwork and graphic assets for web environments, mobile games and more;
- Proficient with graphic design and creation of physical goods such as flyers, posters and cards;
- Knowledge and experience in the creation of interfaces and iconography, from corporate applications to games and apps, for web and mobile. Quick to create mockups and prototypes;
- Ready to work both solo with minimal instructions and as a team member with regular status reports and open communication;
- Constantly learning, improving knowledge of interface design and keeping up with the technology. Ready to adapt to new software for design and development.

PROFESSIONAL EXPERIENCE

SINCE 2013 Game Artist for MiniMo ApS, Denmark.

Creation of game assets, illustrations, press kits and documents while following a consistent and appealing art style. Emphasis on creating appealing and colorful graphics for young audiences.

SINCE 2012 Designer & Illustrator Freelancer

Design and artwork created for several international clients including event organizers and game studios.

2012-2015 Character & Game Designer for Rhythmajig Limited, UK.

Conceptualization and redesign of characters, landscapes; creation of interactive activities and minigames to be used in music education.

2011-2012 Designer Intern at PT Inovação, Aveiro, Portugal.

Conceptualization and design of layouts for e-learning objects; interfaces and illustrations for programs and multimedia activities.

2009-2010 Academic sponsored Internship at PT Inovação, Aveiro, Portugal.

EDUCATION

2008–2010 M.A. in Communication Multimedia at Universidade de Aveiro, Portugal.

Dissertation: Design of a Computer Game for an Information Technology Class.

2010 ERASMUS Internship at University of Thessaly, Trikala, Greece.

Dissertation project in the Department of Physical Education and Sports Science.

2004–2008 Licentiate in Design at Universidade de Aveiro, Portugal

SOFTWARE

Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere, After Effects, Flash); Manga Studio 4; Construct 2; Autodesk Sketchbook

Other software: 3D Studio Max; SolidWorks; Sony Vegas; Notepad ++; Evernote; Klok2

Platforms: Wordpress; Joomla; GitHub; JIRA

Coding: HTML, CSS, Javascript, Actionscript 3.0

LANGUAGES

Portuguese (native); English (Experienced, B2 level Certificate); French (Average); Spanish (Beginner)

AWARDS

2011 1st Prize at Codebits Coding Competition (Jury Category)

Member of the project "LEGO Coding"