



**rosana  
margarida**  
design & illustration

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**BEHANCE** [BEHANCE.NET/ROSANAMARGARIDA](http://BEHANCE.NET/ROSANAMARGARIDA)

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

- + 6 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 2017** Toy Concept Artist for Cute Explode, Denmark.

Creation of concepts and illustrations for attractive and colorful toys for young audiences, from toddlers to teens. Collaborates in the study for new product ideas.

### **2013-2016** 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

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**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

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

Other software: Blender; SolidWorks; Sony Vegas; Notepad ++; Evernote

Platforms: Wordpress; Joomla; GitHub; JIRA

Coding: HTML, CSS, Javascript, Actionscript 3.0

## LANGUAGES

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

## AWARDS

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

Member of the project "LEGO Coding"