









DIEGO CORZÓN PEREIRA

Game designer | Narrative designer | Digital artist

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DIGITAL AND CREATIVE STUDIES

Graduate on "Artistic, graphic and digital creation", Profesional drawing school ESDIP, Madrid (2007-2010).
Training in areas such as: 3d and 2d design and animation, ilustración, cómic, web and graphic design, project magement...

"Narrative creation" course, "Escuela de Escritores" writing school, Madrid (2007-2008).
Narrative techniques, short stories and novels creation process.

"Interactive writing and game theory", specialization course, Gametopia and ESNE (2010-2011).

3d production , ANIMUM school, Valencia (2016-2017).
Modeling, rigging, animation, render.

"Anatomy studies and life drawing " course by Amaya Gurpide from "The Arts League of New york" (2010).

Graphic Design master classes by Lindsay Marsh (2019).
Photo retouching, logos and iconography, signage, fonts, branding theory...

Code C# Live course, Unity Learning Premium. Unity user programmer level (2020).

Course in game development using Unreal and C#, Carlos Coronado (ongoing).

Four years of formation in oil painting , Xacarandaina cultural association, A Coruña (2001-2005).

————— More literary and artistic training on LinkedIn —————

BUSINNES RELATED STUDIES

Superior degree in Laws, University of A Coruña (2002-2007).

Colaborative mediation and conflict resolution courses and workshops focused on team work.
by Maricarmen Pereira Pardo (Mediamos cooperative services) and Franco Conforti (at CIRAGAL centre, Vigo)

Formation in taxes and accounting for free lancers and SMEs, SINOGA integrated services.

Official "Digital Marketing" course, CEC, La Coruña (ongoing).

PROJECTS

Game designer, narrative designer and pixel artist in THEREFORE as part of TRIM TANGLE creative nexus.
DEMO: <https://gamejolt.com/games/therefore/474046> WEB: <https://www.trimtangle.com/therefore>

Game designer, writer and pixel artist in CRISIS CRUNCH as part of TRIM TANGLE creative nexus.
Satirical point and click graphic adventure. WEB: <https://www.trimtangle.com/crisis-crunch>

Designer, programmer and artist in the following WebGL minigames for PC:

KILLER BALLERINAS

<https://connect.unity.com/mg/other/killer-ballerinas-v3-0>

CROMAMUTATION

(in development)

Game designer and layout designer of the strategy board game PLAZA FUERTE (Stronghold).
Digital version for STEAM TableTop simulator: <https://steamcommunity.com/sharedfiles/filedetails/?id=1581129417>

JOB EXPERIENCE

TRIM TANGLE creative nexus (2012- 2020).

Game designer, narrative designer, digital artist, project manager...

Freelance digital artist, graphic designer and game designer..

SEO online platforms: SIDEKICK, COPYCIRCLE and TOPCONTENT (2015-2020).

Writer, translator, proofreader and quality check.

Digital magazine TUPELL.es (2012-2013).

Independent cinema writer and reviewer.

Talks, classes and workshops for A coruña city council and libraries as well as for cultural collectives about narrative, game design and digital art.

SINOGA integrated services' creative advisor (collaborating nowadays).

AWARDS AND PUBLICATIONS

TIC mention for CRISIS CRUNCH videogame (in development) at the II FORUM DESIGNING FUTURE.

First and second prizes in poetry and a nomination in essay three consecutive years (96, 97, 98).

Literary contest "FRANCISCO FERNANDEZ DEL RIEGO" for new authors.

Finalist at the short stories contest CRYPTSHOW FESTIVAL (2011), Badalona. Awarded with publishing.

Work chosen for publishing in the short stories recopilatory "Esa cosquilla molesta", Escuela de Escritores.

Finalist awarded with exposition, FERNANDO QUIÑONES comic contest (2006).

Several publications like UNED university manuals and short stories and articles at local magazines.

Author of several writings in spanish (three novels and one storybook) in Wattpad, all of them nominated by the platform or awarded at several contests organized by literary collectives.

Wattpad profile: <https://www.wattpad.com/user/Eurinomio>

More info on LinkedIn

LANGUAGES

Spanish and Galician: Official languages.

English: Fluid

Graduated at Language School, several courses abroad (Ireland, Wales, England, Guernsey...)

French: Intermediate.

Three years at Language School, private classes.

More info on LinkedIn

TOOLS

Daily used: Photoshop, Illustrator, InDesign, Animate, 3dMax, Mind Manager, PixelSomething, Microsoft Office, Unity, C#.

Casually used: HTML. Dimensions, Blender, Audition, Garage Band.

Learning right now: Unreal, GIT.

OTHERS

Trained in local dancing, percussion and signing, also in pipe playing, musical theory, guitar and harmony. Being awarded at grupal competitions in several of these modalities.

Type B driving license. Vehicle available.