

# RADOSLAVA KRÁĽOVÁ

**STUDENT** 

#### **ABOUT ME**

Seeking opportunities to apply my creative and technical expertise in visual effects and game design. Passionate about contributing to projects that push the boundaries of digital storytelling and interactive experiences.

Adept at collaborating with teams to bring innovative projects to life.

## **CONTACT**

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# **LANGUAGES**

### **HOBBIES**

Drawing Art and culture

Video games VFX Books

Martial arts Nature walks

## **DRIVING LICENCE**

Group B

### **WORK EXPERIENCE**

#### Character design/Concept art

Indie Game Frankie

- Pratislava/Slovakia
- During my internship at ARTillery, s.r.o under the guidance of Dávid Kaleta, I have been working as a 2D character and concept artist on the game Frankie.
- I am working on the game as the main concept artist and character designer, which means that I am setting the whole visual style of the game.

2024-Current #

Character design 2018-2020 mm

Indie game Grayton the Detective - Boris Brnčal

Spišská Nová Ves/Slovakia

3D modelling (Blender) 2019

ERASMUS+ Study Abroad

Pécs/Hungary

3D modelling (Blender) 2019

1 week internship for GamesFarm

Graphic designer 2018 🛗

Spiš Museum

Spišská Nová Ves/Slovakia

Character design/Game design 2017 🛗

Summer Game Dev (Summer School of Computer Games)

#### **EDUCATION**

Film and Television Faculty - Game Design 2021-2024

The Academy of Performing Arts

Bachelor's Degree

Digital painting/Concept art 2017-2021 🏥

School of the arts industry

## **SKILLS**

Maya	Blender	
Zbrush	Paint Tool Sai 1/2	
DaVinci Resolve	Adobe Photophop	
Adobe Premiere Pro	Procreate	
Adobe Illustrator	Adobe Indesign	
Unreal Engine	Unity Engine	
Marvelous Designer	Substance Painter	