

Juan Franco Lagar

Game Design student that specializes in game design, game programming in C#, level design and 2D art. Digital artist with experience in Character Design, Pixel Art, 2D Illustration and Animation. Hard worker ambitious and flexible.

Contact Information

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LinkedIn

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Twitter

twitter.com/JuanFLagar1

Itch.io

jlagar.itch.io/

Education

Sept. 2008 – Jun.2012 **Educació Secundaria Obligatoria (Highschool)**

IES Joan D'austria - Barcelona, SPA

Sept. 2014 – Jul.2015 **Willkommensklasse**

Albert-Gutzmann-Schule - Berlin, GER

Sept. 2015 – Jul. 2019 **Gestaltung Technischer Assistant**

Willhelm-Ostwald-Schule - Berlin, GER

Sept. 2019 – present **Bachelor of Arts - Game Design**

UE University of Europe for Applied Sciences - Berlin, GER

Languages and IT- Knowledge

Languages

Spanish (Motherlanguage)

English (C1)

German (B2)

Japanese (A1)

IT-Knowledge

Game Design Unity

Game Programming C# (Unity/Monogame)

General MS Windows

MS Office

Visual Studio Community

Git

Art and Graphic Design Clip Studio Paint

Adobe Photoshop

Paint Tool SAI

Gimps

Illustrator

Pixel Art and animation Aseprite

3D Modeling Maya

Blender