



CONTACT



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EDUCATION

BSc in Video Game Design and Development (2022-2026)

Universidad Rey Juan Carlos, Madrid, Spain

- **Honors:** Academic Excellence/Honors in 2D Digital Design, 3D Digital Design, and 3D Animation, with a focus on composition and color theory.



TECHNICAL SKILLS

- **Software:** Adobe (Photoshop, After Effects), Procreate, Figma, Unity.
- **2D Art:** Concept Art, Editorial Illustration, Character Design, UI Design.



SOFT SKILLS

- **Intercultural Communication:** Experience working in global teams at Walt Disney World, adapting to diverse workflows under high pressure.
- **Conflict Resolution:** Mediation and mentoring skills (Hefesto Program), demonstrating empathy and organization in complex environments.



INTERESTS

- **Traditional Illustration:** Mastery of mixed media, with a special interest in oil painting and alcohol markers, applying analog principles to digital workflows.
- **AI Innovation:** Experimentation with generative AI tools for ideation and moodboarding, optimizing artistic pre-production times.



LANGUAGES

- **Spanish** - Native
- **English** - C1 (Full Professional Proficiency)

LAURA BLÁZQUEZ

2D ILLUSTRATOR & VIDEO GAME DESIGN STUDENT

Video Game Design and Development student with a passion for illustration and digital design. Early experience in children's book illustration and corporate identity design. Specialized in character creation and digital environments, with strong adaptability and communication skills.



CREATIVE EXPERIENCE

Illustrator (2018-2019)

Full illustration and digitization of the children's book "Piraña, un gatito extraordinario" (1st and 2nd editions).

Freelance Design

Logo and book cover creation for private clients, managing workflow from concept to final art.

Founder & Designer - Morallama (Personal Project)

- **Digital Product Design:** Creation, layout, and sale of digital planners and organizers optimized for productivity.
- **E-commerce & Web:** Management of brand visual identity and social media presence for marketing traditional art services and digital products.



RELEVANT EXPERIENCE

Cultural Representative (Disney World, Orlando - 2025)

The Walt Disney Company, Orlando, EE.UU. | Jun - Aug 2025

- High-volume operations at Magic Kingdom. Guest service management and operations in a fast-paced, bilingual environment.

"Hefesto" Mentor (URJC)

Organization and support for students with special needs.



FEATURED PROJECTS

The Living Garden (Lead Artist & UI)

Complete visual identity design. Creation of a responsive icon library and menus. Development of characters, environments, and props with a cohesive "cozy" aesthetic.

Eclipsa (UI & Environment Artist)

Full user interface (UI) design for the videogame, focusing on player experience and thematic environmental art.

PORTFOLIO

[Click here to check out my portfolio.](#)