

EMMANUEL AYALA

GAME ART | DESIGN



Career Goals

To create immersive and meaningful interactive experiences with patience and perseverance. To grow with the most talented professionals to deliver high quality digital content.

Nationality

Ecuadorian

Localization

Cologne, Germany

Languages

English, Spanish, German

Email

comby.ayala@gmail.com

Portfolio

<https://www.emmanuelayala.com/>

Achievements

2020

Winner of IFCI(Ecuador) grant for game development. Project: Voz de Mar.

Work Experiencie

2022

GameDuell | Game Artist

I'm in charge of improving and mantaining the art of a FTP mobile game: Grand Gim Rummy. I create UI , Illustrations and animations to implement them later in Unity.

2021 - 2022

Infinitus Mind | Game Designer

As a game designer, I documented and prototyped games with Unity/Blender and supervised recurrent playtesting sessions for each new feature. I communicated with all the areas of the company, including the A.I. team to get feedback and to evolve the game design decisions. I used Jira to organize the production team, formed of programmers and artists, establishing sprints and game design tasks. I lead one game to be production-ready after extensive testing with hundreds of players.

2021 - 2022

Infinitus Mind | Art Director

This is a game company focused on creating multiplayer educational games with psychology techniques.

As Art Director, I was in charge of leading the team of 3 artists/tech artists to establish the art style of each game. I did concept art, break-downs, and paint overs, and also I worked as a tech artist implementing all the assets in Unity.

2019- 2020

Aenima Studios | GameDesigner /Project Lead

Game development studios that created games for mobile and arcade machines. I managed a team of two 2d artists. I created 3d assets, implemented all the assets on Unity, created materials, lights and implemented textures and animations. I did UI art and paint overs. I took game design decisions regarding game mechanics, balance and UI/UX. Also, established priorities for the whole team including the sole programmer.

2018 - 2019

Illustres Ilustradores | 2d Artist

Illustration studio in which I was involved in projects such as graphic novels, animations, and advertising that included storyboards, poster illustrations, comic art, book cover art.

2013 - 2018

Freaky Creations | Founder/Lead Artist

Company that released an Indie Game for PC/PS4: To Leave. I did concept 2d art, production 2d art for levels, VFX, animations and implemented assets inside Unity. I created background art for all the cinematics. Additionally, I was responsible for designing several levels and mechanics.

Software & Skills

- Expert level in **Adobe Photoshop**
- High level of experience in **Illustrator, Blender, AfterEffects**
- High level of experience with **Unity 3D**.
- Basic knowledge of **ShaderGraph, VFX Graph, C#** and **Python**.

Education

Bachelor in Fine Arts and AudioVisual Production from Escuela Superior Politécnica del Litoral, 2008 - 2014

M.A. in Digital Games at TH-Koeln, Cologne Game Lab, 2019 - 2021