



## RESUME

# NADIA GUERREIRO

### Nadia A. Goncalves Guerreiro

Born December 13th, 1995  
Alges, Lisboa, Portugal

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PORTFOLIO

www.nanag95ng.wixsite.com/portfolioanadiag

### About Me

As a person that likes to be constantly learning, after taking Graphic Design I decided to go study for the gaming industry, with the final meta to become an animator for games and movies.

So far I have worked in little projects, participated in some Game Jams and won a Graphic Design 3rd Place Award (2012).

### Education

- September 2019 - August 2020*  
**MA Master's Degree - Animation**  
University of Hertfordshire, United Kingdom
- September 2014 - October 2017*  
**BA Bachelor's Degree - Digital Game Design**  
Instituto Politecnico de Braganca, ESACT, Portugal
- September 2010 - July 2013*  
**PC Professional Course - Graphic Design**  
Val do Rio, Portugal

### Skills

Adobe Illustrator	●●●●●●●●
Adobe Photoshop	●●●●●●●●
Adobe Premier	●●●●●●●●
Adobe After Effects	●●●●●●●●
Blender	●●●●●●●●
Maya	●●●●●●●●
Leading Projects	●●●●●●●●
Teamwork	●●●●●●●●
Communication	●●●●●●●●

### Work Experience

- October 2017 - August 2018*  
● **Worked in Retail**  
STAPLES, Primark - Portugal
- May 2013 - July 2013*  
● **Professional Internship - Graphic Assistant**  
El Corte Ingles, Portugal
- May 2012 - July 2012*  
● **Professional Internship - Graphic Assistant**  
Culto Decor, Portugal

### Other Skills

European Driving License B  
Experience in Customer Service

### Language Skills

