



Carmen Lavinia Seva Victoria

Address: C/ Pérez Medina 38-40, 1^oC, 03007, Alicante, Spain

Email address: clavinia.s@gmail.com **Website:** <https://cv.clavinia.eu>

Website: <https://www.behance.net/clavinia>

Whatsapp Messenger: +34670335219

LinkedIn: <https://www.linkedin.com/in/carmen-l-seva-victoria-54900b95/>

Behance: <https://www.behance.net/clavinia>

Instagram: <https://www.instagram.com/clavinia.arts>

Gender: Female **Date of birth:** 25/04/1988 **Nationality:** Spanish

ABOUT ME

I am a Front-End developer, illustrator, graphic designer and writer currently living in Alicante, Spain. My interests range from Digital Art to concept and creativity. I am also interested in video games, coding and graphic design.

WORK EXPERIENCE

[15/06/2011 – 15/09/2011] **Trainee in the Equality Unit of the University of Alicante**

University of Alicante (Equality Unit, M^a José Rodríguez Jaume)

Address: Alicante, Spain

Business or sector: Education

Main activities and responsibilities:

Assistance and support for the 2011 Equality Plan evaluation in the Alicante University, using mailing and online questionnaires. Creative suggestions and designs in order to promote improvements for students and university staff regarding family conciliation.

[10/09/2012 – 31/08/2013] **Online Shop Department Manager**

Isance Sports Line SL. (Santiago Cano Alcolea)

Address: Alicante, Spain

Main activities and responsibilities:

- Configuration of online stores based on CMS (Prestashop), from scrap.
- Maintenance and updates for said platforms.
- English and French translation of contents and support.
- Corporate blog and Social Media management.
- Newsletter design and email marketing.
- Graphic design and photo editing.
- Online and telephone customer support.

[26/03/2015 – 01/08/2017] **Graphic designer, Frontend developer and Digital strategist**

Swiss4ward Europe, SL.

Address: C/ Poeta Quintana 2 Entlo, 03004, Alicante, Spain

Main activities and responsibilities:

- Lead Designer (graphics, UI and UX) for web and mobile applications.
- Frontend developer (web creation and design in pure html, Wordpress .CMS and Magnolia CMS).
- Content creator.
- Digital marketing plans and studies.
- Project inception and project documentation.
- Brand image resources and UI assets designer.
- Digital marketing supervisor.
- Project manager.

[01/08/2017 – 31/07/2018] **2D Game Lead Artist**

Space Nation <https://spacenation.org/>

Address: Helsinki, Finland

Business or sector: Professional, scientific and technical activities

Main activities and responsibilities:

My main role at the company is to control and shape the visual style for the mobile application minigames, as well as the related graphics to the game galaxy. Together with my team, I transform game design documents into working 2D visual prototypes, export the required assets for the developers to implement and check and improve the results. As head of the game art team I check the technical and graphic quality of the visual style delivered, and organize the production schedules with the other of the artists. Other less frequent tasks include HTML and CSS coding of game interfaces and marketing and promotional art.

In a nutshell, my main activities are:

- Understanding game design documents
- Providing visual 2D game mockups
- Graphic art creation and exportation for several resolutions, to be used in HTML5 based games
- Creation and exportation of animations: spritesheets and 2D skeleton animation
- Coding of visual interfaces in HTML5 and CSS/SCSS
- Managing art production tasks
- Team organization and communication
- Game art quality check

[01/02/2019 – 06/04/2019] **3D Animation Teacher**

Coco School, European School for Communication and Visual Arts

Address: Alicante, Spain

Main activities and responsibilities:

I am responsible of teaching the character animation basics and foundations in the 3D Modelling and Animation Master Degree program, using Autodesk Maya as software. I use both a theoretical and practical approach to help the students learn from the basic ball bounce to a full body walking and running cycle.

[06/05/2019 – 19/12/2019] **Marketing assistant**

Icareus Media Service

Address: Alicante

Main activities and responsibilities:

My tasks support the work of the regional manager at the new Icareus Media Service Spanish branch in Alicante. I am mainly responsible of content translations and website optimization, but I also work with brand image improvements. I have a wide range of tasks: content translations, promotional content copywriting, SEO and technical and design optimization for the website, Wordpress CMS local content management, newsletter translations and creation, contact list management, graphic and multimedia content design, among others.

[19/12/2019 – Current] **Front-End Developer**

Sonneil <https://www.sonneil.com/>

Address: Muelle de Levante nº 8 , 03001, Alicante, Spain

City: Alicante

Country: Spain

Name of unit or department: Technology

Business or sector: Real estate activities

Main activities and responsibilities:

My role at Sonneil's Tech Team consists mostly of working close to the Marketing department, giving shape, design and function to their actions and requirements. My tasks include the development of promotional landing pages and microsites, creation of email marketing templates, setup of automatic processes for lead collection, design support and other FrontEnd tasks for internal projects.

EDUCATION AND TRAINING

[1992 – 2006] **Primary School, Secondary School and Highschool (simultaneous Spanish and French plans)**

Lycée Français d'Alicante

Address: Alicante, Spain

Level in EQF: EQF level 4

[09/2006 – 06/2012] **Bachelor Degree in Sociology - 2000 plan**

University of Alicante

Address: Alicante, Spain

Level in EQF: EQF level 6

[09/2008 – 07/2010] **Bachelor Degree in Advertising and Public Relations - 2002 plan**

University of Alicante

Address: Alicante, Spain

Level in EQF: EQF level 6

[10/2011 – 05/2012] **Master Degree in Web Design and Social Media**

Coco School, Escuela Europea para la Comunicación y las Artes Visuales

Address: Alicante, Spain

Level in EQF: EQF level 5

[06/2012 – 05/2013] **Master Degree in Illustration with Traditional and Digital media**

Coco School, Escuela Europea para la Comunicación y las Artes Visuales

Address: Alicante, Spain

Level in EQF: EQF level 5

[01/10/2013 – 24/07/2014] **University Master Degree in Artistic Production - Art and Technology**

Polytechnic University of Valencia

Address: Valencia, Spain

Level in EQF: EQF level 7

Main subject / occupational skills covered:

My specialization has been Art and Technology, focusing on the relationship between artistic production and new media. I have studied the subjects of:

- Highlights of contemporary artistic discourse.
- Methodology design.
- Editorial design.
- Theory for Graphic Design & Illustration: internal and external markets.
- Design and Artistic Creation.
- Industrial Photography.
- Motion in Animation.
- Animation: from idea to the screen.
- Art and Participation, shared creation in the web 2.0.
- Visual Effects in digital video postproduction.

My final master thesis has focused on new trends in Japanese animation in recent years and its artistic and sociological implications.

During this course I also became member of the UPV Comic Club, participating with several webcomics and a 4-pages oneshot included in the edited fanzine "Espacio Tiempo", Club de Cómic nºa. published by the University.

[10/10/2014 – 01/07/2015] **Private Master Degree in 3D Modeling, character Animation and advanced Bodymechanics for videogames.**

CocoSchool y UCAM

Address: Alicante, Spain

Level in EQF: EQF level 7

Main subject / occupational skills covered:

The Master is divided into four general modules that serve as a practical introduction and market-oriented insight for modeling and animation. Through them I am developing basic abilities in:

- 3D Modeling (hardsurface, low poly and organic) in Maya.
- Mental Ray and V-Ray materials and textures.
- Basic rigging.
- Basic illumination and rendering.
- 3D Animation in Maya.
- Animation principles.
- Character animation and acting.
- Script and Storytelling.
- Bodymechanics for videojuegos.
- Basic programming in Unity.

[01/11/2021 – 26/01/2022] **Javascript Algorithms and Data Structures**

Free Code Camp <https://www.freecodecamp.org/learn/>

Address: United States

LANGUAGE SKILLS

Mother tongue(s): Spanish

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

French

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

Japanese

LISTENING B2 READING B2 WRITING B2

SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2

DIGITAL SKILLS

Web Development: HTML 5, CSS, JavaScript | Vue.js | GIT (GitHub) | JSON | JavaScript | NodeJS and ExpressJS | Adobe (Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Adobe AfterEffects) | Wordpress | SCSS/LESS | zBrush | Autodesk Maya | Digital illustration | MJML | Pardot (Salesforce)

PUBLICATIONS

Publications

Seva Victoria, CLL. (2015). "El verdadero ataque de los titanes: la combinación ganadora internacional de Shingeki no Kyojin". *Con A de Animación*. (5):140-156. doi:<http://dx.doi.org/10.4995/caa.2015.3539>.

Seva Victoria, CLL. (2014). "Con los días contados". *Fanzine Club de Cómic BBAA*. (Número 4: Espacio Tiempo):27-30.

HONOURS AND AWARDS

Honours and awards

Honour Degree in Advertising and RR. PP. (2010).

Honour Degree in Sociology (2012).

ORGANISATIONAL SKILLS

Organisational skills

Good experience in project management and working in groups, both in physical teams and online working platforms. Good capacity for coordination in the workplace with other departments of the company, and for tracking the evolution of projects and tasks.

Currently, most of my tasks require we organize ourselves with international clients and other branches of the company, making it compulsory to keep a good track of any new projects, changes of requirements and updates.

COMMUNICATION AND INTERPERSONAL SKILLS

Communication and interpersonal skills

Ability to clearly transmit ideas and information after several years of practice both in secondary education and during the Sociology and Advertising and Public Relations degrees (especially during the latter). These have been reinforced in the professional area, first at giving private Summer lessons to Secondary School kids, and later at my job as manager in the online sales department and phone customer service. I believe I'm a good listener and organizer. I have been praised for caring for the customers and trying to look for the best solutions and agreements.

Likewise, written communication skills have been perfected along these years. I have been writing original fiction and fanfics since as long as I can remember, earning a couple of class awards in my first years of school. During 3 years I dedicated my free time to a fantasy trilogy I am currently publishing under a pseudonym. I am also experienced in writing academical documents and essays, as well as some news articles for digital blogs.

VOLUNTEERING

[01/01/2020 – Current] **Helper at Felinos Lo Morant (Rescued cats foundation)** Alicante, Spain

I help the rescued cats find a good home by designing posters and writing regularly their bio, so they can easily be recognized and loved when people visit them in the shops and spaces where they wait for their adoption. I also took and edited the photos and later designed the 2021 benefic calendar. I am available for other design or copy needs the association may have, including materials for Social Media publications, flyers or posters.

JOB-RELATED SKILLS

Job-related skills

- Mentoring skills: I have been responsible of teaching junior kids during two Summers.
- Basic knowledge of store management, labeling and stocks (acquired naturally in the practice of customer service Isance Sports Line). Good control of customer databases and online sales platforms.
- Emergency web design fixes: I often face the challenge of changes of requirements in old websites with closed systems in which I can only affect the CSS codes.
- Visual and written concepts for new projects: I am often required during on the initial phases of new jobs.
- Lateral thinking and problem solving skills: earned after years of facing challenging issues during professional experience (and years of playing Graphic Adventures).

OTHER SKILLS

Other skills

Writing: I'm used to producing texts of very different nature. Fiction literature has always interested me and I write novels in my spare time, but I've also worked as an editor of blog articles and chronicles for collaborative news portals, as well as essays for college. I have several academic publications, and a published article in the *Con A de Animación* animation magazine.

Illustration: I have participated with fanart submissions in some web platforms, I enjoy making visual concepts for stories (mine and other's), and often use my drawing skills to make gifts. I have also made a couple of tattoo designs for my friends.

Creativity: I find easy to create and conceptualize new universes and characters, and I am usually doing so without even noticing.

Organization and planning: I tend to seek efficiency in the process of any job and try to keep every step organized and planified, to save time and effort.

Videogames and board games: I have always been passionate about videogames (specially RPG/JRPG, adventure and graphic adventure genres) and recently rediscovered the world of board games. I often share this interest with my friends, and we have several ideas for creating our own games in the future.