



JOSE CORRALES

VISUAL COMMUNICATOR

ABOUT

I have more than 23 years of experience working in the field of visual production, as well as in-depth knowledge of numerous sectors and project development procedures. I consider myself an interdisciplinary visual communicator.

I can comprehend and complete any kind of creative visual project thanks to my education and experience, including corporate image, brand, illustration, graphic design, website design and development, and UI and UX.

Collaboration and execution of Web development projects, as well as other projects in the fields of multimedia, video editing, motion graphics, photography, animated shorts, editorials, illustration, caricature, and character creation, among others.

EXPERIENCE

CLICKBIT
2019 - 2021

ART DIRECTOR - SENIOR GRAPHIC DESIGNER

- Remake and readjust game designs made in old technologies like Flash and move them to new web technologies.
- Proposals and design development of both measurement and format adjustments as well as parameters for the optimal visual functioning of slot games.
- Full stack designer, concept development, logos, simple animations, characters, environments, props, settings in HTML and CSS, Prototyping and Testing.

PRIME IDEAS
2016 - 2018

DESIGNER AND JUNIOR FRONTEND

- Created and updated layouts to meet usability and performance requirements making use of UI/UX.
- Conceived and built optimized landing pages in HTML and CSS, including integration and cross-browser compatibility.
- Collected, defined and translated user requirements into project designs and implementation plans.

FREELANCE
2005 - Present

DESIGNER, ILLUSTRATOR, DEVELOPER

- Most of my work I have done as a freelance, I have worked for several companies independently, such as:

SYKES.	Inusual.
Nikken.	Kidd Studio.
La Nación.	Chocolates Nahua.
Casa Garabato.	Intergraphic Design.
Jiménez y Tanzi.	Comunicaciones Elipsis.
La ruta de los conquistadores.	Revista Costarricense de Psicología.
El País.CR (Caricaturista	and various advertising agencies

EDUCATION

Universidad de Costa Rica
2008 - 2012

UNIVERSITY STUDIES

Formally study at one of Latin America's most renowned universities for its outstanding educational standards. When I entered the college of fine arts with a focus on graphic design, I developed many of my digital skills, as well as other skills and knowledge in many sectors of art, such as sculpture, ceramics, engraving, painting, and art history, among others.

INA
2012 - 2015

AUDIOVISUAL PRODUCTION

Digital animation studios in Maya, Zbrush, C4D, 3D studio max, and script development techniques, storyboard, pose to pose, and everything else that the development of animated shorts includes, in which I also took pre-production, production, and post-production in both animation and video edition.

Virtual studios
2010 - Present

ALWAYS IN DEVELOPMENT

In addition to these studies, I have attended domestika, lynda, digital tutors, and CGMA courses, among others. In which I have reinforced and expanded my knowledge of image development processes, color, lighting, pre-production procedures, production, post-production, both process implementation and software use to complete each project.

CONTACT

-  (+506) 8883 - 5506
-  qpbdesign.com/cv
-  jecorralesc@gmail.com
-  Heredia, Costa Rica.

PERSONAL

Birthday : 23th June 1986
Nationality : Costa Rican
Languages : Spanish, English (learning)

SKILLS

CREATIVITY
GRAPHIC DESIGN
ILLUSTRATION
WEB DESIGN
UI / UX
3D

SOFTWARE

PHOTOSHOP
ILLUSTRATOR
INDESIGN
ZBRUSH
AFTEREFFECTS
C4D / 3DSMAX
PROCREATE
AFFINITY DESIGNER
FIGMA
AND OTHERS...

PORTAFOLIO

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