

/Marta Ribas

2D & 3D designer

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/Profile

Specialized in branding and storytelling through 2D and 3D design. I approach each project from a bold perspective, developing creative and original solutions that turn every piece into a unique experience.

/Education

Audiovisual and Multimedia Communication at the ERAM University School

2020 - 2024

Academic recognition for the best record of the promotion.

Summer School Global Design Thinking Camp Program at Hanbat National University

jul. 2023 - aug. 2023

Program focused on the foundations of design thinking, covering everything from traditional Korean calligraphy to graphic design and 3D design in Cinema 4D.

/Skills & Toolset

/Brand & Identity	/Adobe Creative Cloud
/Illustration	/Figma
/Motion graphics	/Blender
/3D	/Unreal Engine
/Photography & Video Editing	/Substance Painter
/Rendering	/One Drive
/Packaging	/DaVinci Resolve
	/Wix

/Experience

3D Artist at HeroBeat Studios

nov. 2023 - jan. 2026

Specialized in object modeling and texturing processes within the field of 3D art, working with tools such as Adobe, Blender, Substance Painter, and Unreal Engine. My work directly contributes to the visual richness and overall aesthetic appeal of the games developed at HeroBeat Studios.

Freelance graphic designer

2024 - 2025

Creation of graphic and audiovisual pieces, ranging from logo design and visual storytelling to content for social media and brand applications, using the Adobe Creative Suite and video editing tools.

Graphic designer for Festival Z

feb. 2021 - jul. 2022

Responsible for the visual and digital identity of Festival Z—graphic design, photography, poster design, audiovisual content, and web UI/UX—using Wix Studio for website development, conveying the festival's young and contemporary spirit.

/Languages

/Inglés - B2 First
/Català - Native
/Castellano - Native