



Julia Quintana

Illustrator, Graphic Designer and Concept Artist

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Multidisciplinary designer specialized in illustration, graphic design and concept art. Experienced in visual development and digital content creation. Passionate about crafting engaging visual narratives through creativity and teamwork.

EXPERIENCE

Outreach Responsible



Universidad de Cádiz



Mar. 2024 - present

- Developed and executed the external image and communication strategy for UCAnFly, an educational nanosatellite project supported by the European Space Agency (ESA).
- Designed graphic materials and visual identity, strengthening brand recognition and audience connection.
- Produced engaging audiovisual content for social media, achieving a 150% increase in follower count.
- Managed photography and video editing for outreach initiatives and dissemination activities, improving audience engagement.

Strengthened the project's overall visibility and public presence, contributing to greater reach, a more engaged community, and a clearer, more professional positioning within the educational and aerospace sectors.

Graphic Designer / 3D Visualization Designer



Quintana,
Imagen y
Comunicación



Nov. 2025 - present

- Collaborated on design and 3D visualization projects for clients, including the development of commercial stand for Royal Bliss.
- Designed and 3D modeled stand components in Blender, integrated designs and backgrounds, and prepared final deliverables.
- Delivered high-quality 3D visualizations, resulting in positive client feedback.
- Provided freelance graphic design and 3D visualization services for diverse projects.

Participation in 3D design and visualization projects in a professional environment with real clients.

SKILLS

Concept Art, Illustration, Visual Development, Prop Design, 3D Modeling, Rendering, Digital Illustration, Video Editing, Social Media Management, Photography, Composition, Lighting, Color Theory, Visual Storytelling, Graphic Design.

TOOLS

Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Adobe Premier, Procreate, Blender, Slack, Imovie.

LANGUAGES

Spanish (native) and English (C1).

EDUCATION

Master of Illustration and Concept Art



2023 - 2025



Universal Arts School

Bachelor of Arts in Fine Arts



2019 - 2023



Universidad de Sevilla