

NOISECHIP

Freelance Pixel Artist

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<https://www.noisechip.com/> • Instagram / X: @noisechip

PROFILE

Pixel artist specialized in retro-inspired visuals for indie games and commercial projects. Experienced creating complete pipelines including characters, animation, UI, environments and production-ready assets.

CORE SKILLS

Characters • Sprites • Animation • UI / HUD • Menus • Tilesets • Backgrounds • Mockups • Full Art Production

SOFTWARE

Aseprite • Adobe Photoshop • Pyxel Edit • Unity • GameMaker

EXPERIENCE

Freelance Pixel Artist (2022–Present) • 30+ commissions completed for indie developers and private clients.

SELECTED PROJECTS

- Retro Platformer (2026–Present) — Full Art Production
- Retro Puzzle (2024) — Complete Visual Production
- Retro Casual Memory (2023) — Complete Visual Production
- Retro Casual Arcade (2022) — In-Game Graphics

LANGUAGES

English • Spanish • Catalan