



CONTACT INFO

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PORTFOLIO

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AWARDS & ACHIEVEMENTS

- Nomination of the game "ADroneLine" to 'Best Online Competitive Video Game' award in PlayStation Talents Awards 2017 as finalist.
- Awards and nominations to the short film "Droneworld".

LANGUAGES

- Spanish - Native
- Catalan - Native
- English - B2 (Upper Intermediate)

PUBLISHINGS

- Paper Spaceship (Windows Phone) + 10 reskins.
- Paper Spaceship V2.0 (Android)
- Droneworld (Short film)

WORK EXPERIENCE

SENIOR 3D ARTIST, Freelance - (Nfinite)

11.2021 - 03.2022

3D modelling of household objects (as beds, sofas, benches, clocks or headphones) following the company's strict directions for modeling. Remote working as freelance. The models are for well-known brands such as Leroy Merlin, Ikea, Conforama, La Redoute, or Walmart.

PRODUCER & LEAD ARTIST - (Personal Project)

03.2018 - 03.2020

Production of the short film "Droneworld" as director, producer and lead artist. Management of the whole project team, setting milestones, timing, pipeline, QA and art duties as concept art, storyboarding, modelling, texturing characters, props and environments. Setting up scenarios and scene rendering.

Achievements: Award-winnings and nominations in several festivals, and achieving of experience in audiovisual production.

GAME DESIGNER, Freelance (Boombbox)

05.2018 - 06.2018

Specific commission of design of two video games for smartphone to run with Alexa and Google Home including blockchain technology. Tasks: Market study, operation and skill research of both technologies, blockchain research, game design, screen flow, UI, look and feel, monetization, mechanics and presentation to customer.

Achievements: Delivering in a month of all the develop documentation ready for production.

PRODUCER / ARTIST / GAME DESIGNER (Dinamita Works) 10.2016 - 03.2018

Development of "ADroneLine - The game". Project Team Leader. Management of deliveries, times, and milestones for PlayStation, pipeline and tasks tracking, budget estimation, game design, creation of entire game art: drones, props, environments, particle systems, materials and the implementation in Unreal Engine, from scratch to a playable demo.

Achievements: Nomination in PlayStation Talents Awards 2017 for Best Competitive Online Videogame. Playable demo of the videogame with very good reviews.

2D/3D ARTIST (BRB Internacional)

09.2013 - 06.2014

I started when I was still a student. Invent, design and develop a video game. Creation of all art, game design, mechanics and starting in producer duties as planning and timing. Creation of concept Art, 3D modeling, texturing of all video game objects.

Achievements: Completion of the game art, problem solving, collaboration and integration with other departments.

EDUCATION

Bachelor of Arts in Videogame Design and Development
ESNE | University School of Design, Innovation and Technology. (2011 - 2017)

Development and launching of some mobile videogames for Android and Windows Phone.

PROFESSIONAL SKILLS

TEAM AND PROJECT MANAGEMENT, ORGANIZATION, TEAM-WORK, COMMUNICATION, 3D MODELLING, DIGITAL SCULPTING, TEXTURES, 3D ANIMATION, LEVEL DESIGN, CONCEPT ART, RENDERING, PARTICLE SYSTEMS, LIGHTING, UVMAPPING, RETOPOLOGY, GAME DESIGN.

SOFTWARE PROFICIENCY

· 3ds Max · ZBrush · UVLayout · Marmoset Toolbag · Topogun · Substance Painter · Unreal Engine · Adobe Suite (Photoshop, Illustrator, Audition, Premiere, After Effects) · CrazyBump · XNormal · Mental Ray · V-Ray · World Machine · Construct · Megascans · Pro Tools · Google Workspace · Slack · Office Suite · Web tools

KEY SOFTWARE SKILLS

3Ds Max		Unreal Engine		3D Modelling	
ZBrush		Photoshop		PBR Materials	
UV-Layout		Marmoset		UV-Mapping	
Substance		Topogun		3D Animation	

HOBBIES AND INTERESTS

Video games · Music · Movies · Sci-Fi, futurism and related · Reading books/comics · New Technology · 3D art · Skills improvement · Vehicles · Astronomy/Cosmology · Science