



Multifaceted 3D Artist with more than 5 years of experience in 3D art. Expertise in leading teams. Proficient in many creation software and tools. Awarded across my work in film and video games (shortlisted and nominated for the PlayStation Talents Awards). Experienced with launching mobile games. I am a self-starter enterprising person, detail-oriented, and a provider of excellent 3D experiences for the end users.

RELEVANT EXPERIENCE

3D Artist · Nfinite 11.2021 – 03.2022

- Creation of realistic 3D models from images as part of an international remote team of more than 30 people.
- Mesh optimization. Retopology. Following the strict guidelines of the company's customers.
- Organization and prioritization of tasks to meet tight deadlines.
- Increase the volume of company deliveries and finishing tasks ahead on time.

Lead Artist & Producer · Droneworld (3d animation short film) 03.2018 – 03.2020

- Acting as Lead 3D artist, 3D animator, rigger and storyboarder, I directed and produced the awarded 3D animation short film "Droneworld", which involved character creation, environment building, animation and lighting.
- Award-winner and nominated in several film festivals like Festival de cine de Zaragoza, The Indie For You Festival, FeelMotion, 12 Months Film Festival and Cortifestival.
- Led a 5 person team composed of writer, sound/fx, face rigger and movie voices.

Game Designer · Boombox 05.2018 – 06.2018

- Designer of two video games for company client within one month (mobile and Alexa).
- Technology features and market research on the needs of the projects.
- Presentation and delivery of project documentation (GDD, mechanics, screen flows, UI, monetization, etc.).

Lead Artist / Producer / Game Designer · Dinamita Works 10.2016 – 03.2018

- Led the development of "ADroneline" video game with a team of 7 other designers and programmers, and also acted in capacity as Lead Artist, collaborating with the other team members to meet objectives.
- Hosted production meetings to discuss milestone progress, backlog grooming, allocate team tasks, deadlines, and touch upon any major game design needs and mechanics.
- Adroneline selected for PlayStation Talents Awards, where after graduation I professionally remastered the project with a small team.
- Over 3 months, created a playable Demo for PlayStation according to their milestone and deadline schedule, resulting in a nomination for Best Online Competitive Video Game, and acceptance as a PlayStation Partner for game release.

2D/3D Artist · BRB Internacional 09.2013 – 06.2014

- Principal artist of a recently created games department, teaching staff in videogame production.
- Creation of the idea and conceptualization of all the artistic content of a Pinball videogame based on their IPs to increase brand visibility.
- Prioritization of tasks, mentorship, organization, delivery management and problem solving. Working in collaboration with other departments.

EDUCATION

- Bachelor of Arts in Videogame Design and Development (2011-2017)
UDIT (ESNE) University of Design and Technology (Madrid)
Individual participation in Game Jams with the subsequent publication of several mobile games.
- Senior Computer (IT) Technician (1994-2000)
IES Caparrella (Lleida)

Technical Skills

- 3D Software: 3DS Max, ZBrush, UV-Layout, Marmoset Toolbag, Substance
- Adobe: Photoshop, Illustrator, InDesign, After Effects, Premiere, Audition
- Environment, props, vehicles, weapons, hard-surface modeling.
- PBR Materials and shading
- Unreal Engine
- 3D Animation, video edition & music production

Soft Skills

I am a **team player** with good **communication**, a lot of **creativity** and **leadership** skills.
Entrepreneur.
Problem solving worker with **organization** and **adaptability** to changes.