



Multifaceted and award-winning 3D artist with more than 10 years of relevant experience in 3D art production to create immersive interactive experiences in the gaming industry. Proven expertise in leading teams and proficient in multiple creation software suites and tools. Awarded across my work in film and video games including a PlayStation Talents Awards nomination. Enterprising, passionate, and detail-oriented self-starter provider of excellent and highly imaginative 3D experiences for end users.

RELEVANT EXPERIENCE

3D Artist · Nfinite 11.2021 – 03.2022

- Created realistic 3D models from images as part of an international remote team of +30 staff.
- Skilled in mesh optimization and retopology with strict adherence to client guidelines.
- Diligently organized and prioritized tasks to meet tight deadlines.
- Increased the volume of departmental deliverables while achieving assigned tasks on schedule and budget.

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

- Directed and produced “Droneworld”, an award-winning 3D-animated short film.
- Acted as Lead 3D artist, 3D animator, rigger and storyboarder involving character creation, environment building, animation and lighting.
- Won and nominated for awards at film festivals including Festival de cine de Zaragoza, The Indie For You Festival, FeelMotion, 12 Months Film Festival, and Cortifestival.
- Assembled and led a 5-person team composed of multiple disciplines including writing, audio, face rigging, and voice acting.

Game Designer · Boombox 05.2018 – 06.2018

- Designed two video games on mobile and Alexa platforms for a client company within one month.
- Performed research into technology features and market insights per the needs of the projects.
- Created visually stunning presentations and supporting project documentation including GDD, mechanics, screen flows, UI, and monetization.

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

- Led the development of ADroneline with a team of 7 designers and programmers.
- Operated also as Lead Artist, collaborating with team members and mentoring them to meet objectives.
- Ran production meetings to evaluate milestone progress, backlog grooming, team tasks allocations, deadlines, and to review any major game design, mechanics or production needs.
- Remastered the game with a small team before to join the PlayStation Talents Awards.
- Created a playable Demo for PlayStation per their milestone and deadline schedule in 3 months, resulting in a nomination for Best Online Competitive Video Game and PlayStation Partner acceptance for game release.

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

- Served as principal artist of a newly formed games department, mentoring staff in game production.
- Conceptualized and created all the art content for a Pinball game based on studio IPs to increase brand visibility.
- Prioritized tasks, mentorship, organization, delivery management and problem solving in collaboration with other departments.

EDUCATION

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

Technical Skills

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

Soft Skills

A **team player** with best-in-class **communication** skills, and focus on **creativity**, and proven leadership experience. **Entrepreneurial** approach to challenges. **Organized problem solver** who is highly **adaptive** to changing environments.