



13/08/1998

ABOUT ME

Video game developer focused on 3D art with eagerness to learn and improve. Good problem solver with experience working in diverse teams and leading work groups.

LANGUAGES

Catalan and Spanish:
Native

English:
C1 Advanced

SOFTWARE

- Unity
- 3ds Max
- Maya
- Blender
- ZBrush
- Substance 3D Painter
- Photoshop
- Illustrator
- Aseprite
- Stable Diffusion

CONTACT



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Sant Quirze del Vallès,
Catalonia, Spain

Carles Garriga

Video Game Developer and 3D Artist

PORTFOLIO: firealfa.github.io

EDUCATION

Degree in Video Game Design and Development

CITM - Universitat Politècnica de Catalunya | 2019-2023

Degree in Informatics Engineering, 2 school years

Universitat Autònoma de Barcelona | 2016-2018

WORK EXPERIENCE

Game Jam Mentor

CITM Students Community | 2024 & 2025

Art Mentor for the 7th and 8th Editions of the "Gran CITM Game Jam"

Dungeon Dome

Dungeon Dome | 2024

Indie game being made in Unity by a small team of recent graduates

- Art Lead & 3D Artist
- Prompter for Stable Diffusion
- UI Designer

Tournament organiser

CITM Students Community | 2020-2023

Main organiser of the events "CITM LAN Party" and "CITM Game Festival" organised within the CITM centre.

- Creation and moderation of the Discord server
- Coordination of the activities
- More than 100 participants in each edition

Fencing instructor

Club d'Esgrima Sabadell - Jaume Viladoms | 2019-2023

Fencing instructor for children aged 5 to 12.

PERSONAL EXPERIENCE

Dune: Fremen's Rising

University Project | 2022

Game made from scratch with assets made in-house and using Ragnar Engine, a proprietary engine.

- Art Lead
- Coordination and organisation of the art team
- Creation of the documentation
- Creation of the game logo, ability icons and skill models

Lights Out

Indie Spain Jam 2023 | 2023

- 3D Artist and Pixel Art
- Protagonist modeling and animation
- Enemy modeling and animation
- Tileset creation for the levels