Carles Garriga

Video Game 3D Artist

PORTFOLIO: firealfa.github.io

13/08/1998

ABOUT ME

3D video game artist with eagerness to learn and improve. I'm a good problem solver and I have experience leading work groups.

LANGUAGES

Catalan and Spanish:
Native

English:
C1 Advanced

SOFTWARE

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

CONTACT

- carles.garriga.delamota@gmail.com
- Sant Quirze del Vallès, Catalonia, Spain

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

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 propietary 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