



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
- Stable Diffusion

CONTACT



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Sant Quirze del Vallès,
Catalonia, Spain

Carles Garriga

Video Game 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

Game made in Unity by a small team

- 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: Fremmen'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