

Guillem Alava

3D Artist

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Multidisciplinary 3D Artist with hands-on experience modelling, sculpting, texturing, rigging, and shader creation using 3ds Max, Maya, Blender, ZBrush, and Substance Painter. Proficient in Unity, Unreal Engine 5, and Godot for real-time asset integration. Demonstrated leadership as a mentor, designing and teaching 3D curricula, supervising serious game projects, and organising game jams and events for 150+ participants. Strong communicator and team player, interested in storytelling and technical artistry, with award-winning academic work and public installations viewed by 1 M+ spectators.

Languages

English: C1, Spanish: Native, Catalan: Native

Core Skills

3D Art (Modelling & Sculpting) — 3Ds Max, Maya, ZBrush, Blender

Texturing — Substance Painter (PBR Workflow)

Rigging & Animation — Maya (Advanced Skeleton 6), Blender (Rigify)

Programming & Shaders — C++, C#, Unity, Unreal Engine 5, Godot

Agile Methodologies — Scrum, Kanban, Jira, Trello

Work Experience

3D Artist, Game Mentor & Content Creator

10/2023 – 04/2025 | Spain

Freelance (inVideogames, Fundació Mercè Fontanilles, Maizz Visual)

- Developing 3d characters for video games and other multimedia projects, garnering critical acclaim.
- Implemented and taught a curriculum related to 3d fundamentals of asset creation with Blender, Substance Painter and game development engines, with more than 50 students graduating.
- Supervised more than 10 serious game projects by students, arranging successful key partnerships in healthcare.
- Engaging in group dynamics and helping people in vulnerable situations.
- Managed game events like game jams and conferences, averaging 150 participants per event with 95% satisfaction.
- Wrote, recorded and edited videos for the podcast *innerGamers*, with favourable critiques by the public.

Game Development Mentor for Serious Games

02/2023 – 07/2023 | Terrassa, Spain

inVideogames (Internship)

- Designed and taught 3d fundamentals with Blender and Substance Painter for the first 2 months.
- Mentored & launched 3 game projects made by students, starting several aspiring artists' careers in the industry.

Education

CITM-UPC

2019 – 2023 | Barcelona, Spain

Bachelors degree in Video Game Design and Development

Escola Municipal Josep Maria de Ruera

2014 – 2020 | Barcelona, Spain

Professional Degree (Music)

Projects

MeCat

05/2024 – 08/2025

VR Game

- First-person cat simulator with lo-fi, cottagecore & witchery stylised art style developed in Unreal Engine 5
- Role: Main 3D and Tech artist, designing environmental assets and aesthetics, and troubleshooting art-related issues.

Mayan People

03/2024 – 04/2024

El Pueblo Maya y Felipe Carrillo Puerto, Memoria Luminosa II

- Modelled, textured & rigged 8 torsos (4 male & 4 female) for a video mapping project in Mexico.
- Seen by 1 M+ spectators from the 12th of July to the 21st of 2024 and endorsed by the local press.

Kaijus as Environments

06/2022 – 10/2023

Award-winning Final Degree Project

- **Honours Award Project & Awarded as Best Final Degree Project 2023 at CITM-UPC**
- Directed & produced a boss battle experience in the style of Shadow of the Colossus
- Challenged over 50 players in a playable level, with an 80% success rate across multiple playtests