

# Guillem Álava Burgueño

3D Generalist



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## About Me

I'm an enthusiastic, responsible & passionate game developer. During my time in university, I have supervised several game projects, requiring a broad range of artistic styles and skills. I'm looking forward to learning about new development software & techniques.

## Professional Experience

**Trainer, mentor & video game developer applied to education, training & health,**  
*inVideogames* 🔗

Feb 2023 – Jul 2023 | Terrassa, Spain

- Taught 3D fundamentals of asset creation with Blender & Substance Painter in the span of 2 months
- Mentored the progress of 3 game projects from students
- Engaged in group dynamics & helping people in vulnerable situations

## Education

**Bachelor's degree in Video Game Design and Development,** *CITM-UPC* 🔗

2019 – 2023 | Barcelona, Spain

Achieved credits: 210/240

**Professional Degree (Music),**  
*Escola Municipal Josep Maria de Ruera* 🔗

2014 – 2020 | Barcelona, Spain

## Languages

**Spanish** (Native) • **Catalan** (Native)

**English** (C1)

## Hard Skills

**3D Modelling** (3D Studio Max, Maya, ZBrush & Blender)

**Shading & Texturing** (Substance Painter & Blender)

**Animation** (Maya & Blender) • **Sculpting** (ZBrush)

**Music Theory & Production** (FL Studio & Piano Playing)

**2D Image Edition** (Adobe Photoshop & Illustrator)

**Video Editing** (Adobe Premiere & After Effects)

**Programming** (C, C++, C# (Unity) & Dart)

## Soft Skills

**Creativity**

**Problem Solving**

**Leadership**

**Teamwork**

## Projects

**The Dojo Raid,** *3D Playable Scenario* 🔗

Apr 2021 – Jun 2021

- Playable Japanese scenery developed in UE5
- Role: **3D Artist** (85% of the 3D Assets Production)

**Dune: Special Spice Ops,** *Project III* 🔗

Feb 2022 – Jun 2022

- Triple A-like production of a RTT game created in our own personalized engine.
- Role: **Lead artist** (Management of a team of 5)

**Ommetophobia,** *Game Jam Entry* 🔗

Feb 2023

- Survival Horror game created for the 6th ed Gran CITM Game Jam in Unity.
- Time Span: 6 days
- Role: **Main artist & Technical Artist** (Characters, shaders, programming, level layout)

## Other Interests & Hobbies

**Music Production & Composition** 🔗

*In my spare time, I create mashups & remixes of known videogame tracks and publish them on my YouTube channel. I've also produced musical pieces for cancelled game projects.*

**Music Playing** 🔗

*I am proficient in piano playing and have participated in several music groups & orchestras in the past. I used to publish covers of songs I liked from films, series & especially video games.*