

# Guillem Álava Burgueño

3D Artist



📍 Barcelona, Spain ✉ alavag994@gmail.com

☎ +34 680 743 244 in guillem-alava

📱 @kiwitreK 🖱 kiwitreK.github.io

## 📄 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

**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, Finale & Piano Playing)

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

**Video Editing** (Adobe Premiere)

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

## 🧠 Soft Skills

**Creativity**

**Problem Solving**

**Leadership**

**Teamwork**

## 📁 Projects

**Kaijus as Environments,** *Final Degree Project* 🔗

Jun 2022 – Oct 2023

- Design & Production of a Colossal Monster functioning as a Boss Level
- Playable demo of a boss battle against a boss in the style of Shadow of the Colossus

**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)

**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)

## 🎵 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.*