Guillem Álava Burgueño 3D Artist



L +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

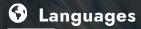
- Taught 3D fundamentals of asset creation with Blender & Substance Painter in the span of 2 months
- Mentored the progress of 3 game projects from students
- Engaged in group dynamics & helping people in vulnerable situations

Education

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

2019 – 2023 | Barcelona, Spain Achieved credits: 210/240

Professional Degree (Music), Escola Municipal Josep Maria de Ruera ∂ 2014 – 2020 | Barcelona, Spain



Spanish (Native) • Catalan (Native)

English (C1)



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



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 \varnothing

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.