Guillem Alava

3D Artist

alavag994@gmail.com | kiwitrek.github.io | Barcelona, Spain | +34.680.743.244 | linkedin.com/in/guillem-alava

Resourceful 3D Artist with expertise in modeling, sculpting, texturing, rigging, and shader programming 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 organizing game jams and events for 150 + participants. Strong communicator and collaborator, interested in storytelling and technical artistry, with award-winning academic work and public installations viewed by over one million spectators.

Languages

Catalan: Native, **Spanish:** Native, **English:** C1

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

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 with critical success.
- Designed 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 created by students.
- Engaging in group dynamics and helping people in vulnerable situations.
- Managed and organised events like game jams and conferences, averaging 150 participants per event.
- Wrote, recorded and edited videos for *innerGamers*, a podcast about videogames and mental health.

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.

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

Mayan People ⧉   03/2024 – 04/2024
El Pueblo Maya y Felipe Carrillo Puerto, Memoria Luminosa II
- Modelled, textured & rigged 8 half-bodies (4 male & 4 female) for a video mapping project in Mexico.
- Seen by 1M spectators from the 12th of July to the 21st.

Kaijus as Environments ⧉   06/2022 – 10/2023
Final Degree Project
- **Honours Award Project & Awarded as Best Final Degree Project 2023**
- Designed & Produced a Colossal Monster functioning as a Boss Level
- Developed a playable demo of a boss battle in the style of Shadow of the Colossus

Ommetophobia ⧉   02/2023
Game Jam Entry (6 days)
- Survival Horror game created for the 6th ed Gran CITM Game Jam in Unity.
- Role: **Main artist & Technical Artist** (Characters, shaders, programming, level layout)