Guillem Alava

3D Artist

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3D Artist specialising in stylised character creation for real-time engines. Proficient in Blender, ZBrush, and Substance Painter, I create game-ready characters from concept through sculpting, retopology, UVs, texturing and engine integration (Unity / UE5). Passionate about storytelling, hand-painted and PBR texturing, and optimising for performance without losing artistic intent.

Core Skills

Modelling, Retopology & Sculpting — 3Ds Max, Maya, ZBrush, Blender

Texturing — Substance Painter (PBR Workflow), Hand-Painted Workflows, Adobe Photoshop

Rigging & Animation — Maya (Advanced Skeleton 6), Blender (Rigify), Blendshapes/Morph Targets, Skin Weights

Real-Time/Engine integration — Unreal Engine 5, Unity — LODs, lightmaps, scene setup, optimisation

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

Agile Methologies — Scrum & Kanban, Jira/Trello workflows

Languages — English (C1), Spanish (Native), Catalan (Native)

Work Experience

3D Artist, Game Mentor & Content Creator   10/2023 – 04/2025 | Spain
Freelance (inVideogames, Fundació Mercè Fontanilles, Maizz Visual)
- Developed 10+ stylised characters (full pipeline: Concept Art, Blockout, ZBrush Sculpting, Retopology, UVs, Texturing and Rigging) 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 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
- Modelled and textured the lead character and 35+ environmental props; produced game-ready LODs & baked maps.
- 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. Prepared geometry and blendshapes to support projection mapping and motion.
- Work exposed to 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