

# Guillem Alava

## 3D Artist

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I'm a 3D artist with a deep appreciation for form, texture, and storytelling. My work encompasses modelling, sculpting, texturing, and rigging, with experience in various software platforms, including Blender, Substance Painter, Unreal Engine, and Unity. I've mentored aspiring artists, designed 3D art programs, and led creative events for over 150 participants. My projects have reached a wide audience, including installations viewed by over a million spectators. I approach each piece as a balance of craft and emotion, aiming to create art that feels alive and meaningful.

## Languages

English: C1, Spanish: Native, Catalan: Native

## 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

**Agile Methodologies** — Scrum, Kanban, Jira, Trello

## 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, 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 more than 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
- 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.
- Seen by 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