

Guillem Álava Burgueño

3D Artist



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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

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

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 🔗

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.