

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.

🎓 Education

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

2019 – 2023 | Barcelona, Spain

Professional Degree (Music),
Escola Municipal Josep Maria de Ruera 🌐

2014 – 2020 | Barcelona, Spain

💼 Professional Experience

Freelance 3D Artist & Mentor, inVideogames

Oct 2023 – Dec 2023 | Barcelona, Spain

- Taught 3D fundamentals of model creation with Blender & Substance Painter
- Mentored 3 animation shorts from students
- Engaged in group dynamics & helping people in vulnerable situations

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 2 months
- Mentored 3 game projects from students
- Engaged in group dynamics & helping people in vulnerable situations

🔧 Hard Skills

3D Modelling (3D Studio Max, Maya, ZBrush & Blender)

Shading & Texturing (Substance Painter & Blender)

Animation (Maya & Blender)

Sculpting (ZBrush & Blender)

2D Image Edition (Adobe Photoshop & Illustrator)

Video Editing (Adobe Premiere)

Programming (C++, C#, Unity)

🧠 Soft Skills

Leadership • Teamwork • Conflict Management
Problem Solving • Creativity • Adaptability

📁 Projects

Kaijus as Environments, Final Degree Project 🌐
Jun 2022 – Oct 2023

- **Honors Award Project**
- Design & Production of a Colossal Monster functioning as a Boss Level
- Playable demo of a boss battle against a boss in the style of Shadow of the Colossus

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)

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)

🌐 Languages

Spanish (Native) • **Catalan** (Native)

English (C1)

🎵 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.