

# Guillem Álava Burgueño

3D Artist



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## 📄 About Me

I'm an enthusiastic, responsible & passionate game developer. I have supervised several game & animation projects, teaching people about 3D art creation pipelines while working on my skillset. I'm looking forward to learning about new development software & techniques.

## 📁 Professional Experience

### Freelance 3D Artist & Mentor

Oct 2023 – present | Spain

- Creating 3D characters & assets for video game productions & other multimedia projects.
- Teaching 3D fundamentals of asset creation with Blender & Substance Painter
- Mentoring & delivering animation shorts & serious games from students to local businesses
- Engaging 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 & launched 3 game projects made by students

## 🎓 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

## 🔧 Hard Skills

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

**Shading & Texturing** (Substance Painter & Blender, incl. PBR Workflow)

**Rigging & Animation** (Maya & Blender, incl. Advanced Skeleton 6 & Rigify)

**Sculpting** (ZBrush & Blender, incl. Stylized Organic Styles)

**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 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 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 and remixes of known videogame tracks and publish them on my YouTube channel. I have also produced musical pieces for cancelled game projects.*