



Miguel Iglesias Abarca

3D Artist & Game Designer

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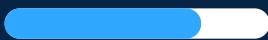


[LinkedIn](#)

TECHNICAL SKILLS



Blender



ZBrush



Substance
Painter



C ++



Unity



Photoshop



LANGUAGE



SPANISH

Native speaker



ENGLISH

Highly proficient (C1)



CATALAN

Native speaker



GERMAN

Basic

PROFILE

I am a student of Game Design and Development at CITM, eager to immerse myself in the practical realm of the industry. Highly motivated, adaptable, and enthusiastic about the opportunity to learn from experienced professionals. Seeking hands-on experience to complement my academic knowledge and propel my journey towards becoming a proficient game developer.

EDUCATION

CITM | Centre de la Imatge i la Tecnologia Multimèdia

Design and development of videogames | Currently

Ramón J. Sender

Bachelor of humanities and social sciences | Juny 2022

PROJECTS

Mind's Abyss

Award-winning 3D cooperative platformer adventure developed for the 7th Gran CITM Game Jam, where players dive into the subconscious realm where a nightmare and a dream must unite to rescue a dying mind.

Used:



Stelar

Award-winning 2D serene journey of logic and creativity under the stars. A puzzle game developed for the 1st Indie Terrassa Game Jam. With no time pressure, immerse yourself in the wonders of the universe at your own pace.

Used:



On my LinkedIn profile, you'll find a collection of personal projects that demonstrate my diverse 3D skills, in Blender, ZBrush, Substance Painter and more. From character design to environmental modeling and beyond.