

Carles López Iglesias

Github ArtStation inLinkedIn

About me

Bachelor's degree in Game Design and Development with 6 months of professional experience within the industry, I am currently seeking a company where I can continue expanding my knowledge and professional experience in digital development. In the workplace, I consider myself a responsible individual with a knack for teamwork, adept at working with various methodologies, and eager to grow professionally. To this end, I am continuously pursuing further education through various courses, including 3D design, among others.

Projects

HeartWeaver, Environment Artist 06/2023 - 12/2023

During my time collaborating with the studio, my role has been to model environmental elements with a specific workflow and a stylized artistic style.

Dune: Special Spice Ops, *Environment Artist* 02/2022 - 06/2022

I have been in charge of the creation of the props displayed in the environments of the levels, making them attractive in a visual way and that correlates with the history and lore.

Education

Bachelor's Degree of Videogame Design & Development, CITM, UPC 09/2019 - 07/2023 | Barcelona

Professional Experience

Junior 3D Environment Artist, Kraken's Den Studio

The tasks in this company are related to the creation of different assets for the scenarios of the game, following an stylized art style.

Audit Intern, Werfen

During the time in the company, I have done different works related with the internal audit, as well as other positions like accounting and compliance.

06/2023 - 12/2023 Barcelona

04/2021 - 02/2022Hospitalet del Llobregat

Soft Skills

- Empathy
- Team working
- Creativity
- Communication Skills
- · Quick to learn

Languages

English

B2 Level

Spanish

Native Level

Catalan

C1 Level

</> Software

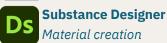








3D modeling & animation







3Ds Max 3D modeling



Photoshop

Image editing & Material creation



Game Egnine & C++ with node programming