



# Carles López Iglesias

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📍 Barcelona



## 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.

06/2023 – 12/2023

Barcelona

### **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.

04/2021 – 02/2022

Hospitalet del Llobregat

## Soft Skills

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

## Languages

**English**  
B2 Level

**Spanish**  
Native Level

**Catalan**  
C1 Level

## Software



**Blender**  
3D modeling



**Maya**  
3D modeling & animation



**3Ds Max**  
3D modeling



**Substance Painter**  
Texturing



**Substance Designer**  
Material creation



**Photoshop**  
Image editing & Material creation



**C/C++**  
Programming languages



**Unity**  
Game Engine & C# Scripting language



**Unreal Engine**  
Game Engine & C++ with node programming