

CARLOS ÁLVAREZ

3D ARTIST

Phone

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Portfolio

<https://www.artstation.com/carlosaj>

Passionate 3D Artist with personal and work experience creating characters and assets through the most standard programs in the industry. Bringing forth the ability to work independently and collaboratively utilizing my art skills to visually enhance projects.

WORK EXPERIENCE

3D Character Artist (Metaverse project)

Mad & Digger, Seville, Spain

[09/2022 - 12/2022](#)

- Modeled 3D characters with a wide variety of races, ages and body types.
- Designed hard surface objects and clothes.
- Created photorealistic textures and PBR materials with the industry standards.
- Collaborated with other 3D artists and leaders in solving technical and aesthetic tasks.
- Delivered clean and optimized low-poly, high-poly models and efficient UV layouts.

3D Artist Internship

Sngular, Seville, Spain

[04/2020 - 06/2020](#)

- Designed high quality clothes and assets for an AR project in Unity 3D.
- Conducted blendshapes and animations for characters.
- Intervened in accomplishing tasks within a team with programmers, animators and 3D artists.
- Followed design guidelines to produce results compliant with industry standards.
- Modeled and textured props for real-time 3D game applications.

EDUCATION

Master Degree in 3D Character Modeling for Movies and Video games

Animum Creativity Advanced School, Malaga, Spain

[10/2020 - 11/2021](#)

Higher Technician in 3D Animations, Games and Interactive Environments

I.E.S. Profesor Tierno Galván, Seville, Spain

[10/2018 - 06/2020](#)

SKILLS

Professional

- Strong understanding of anatomy and topology.
- Expertise in translating 2D concept art into 3D models.
- Self-motivated, independent, with strong work ethic.
- Ability to create UV mapping and texture baking.
- Excellent knowledge of PBR texture/material workflows.
- Solid understanding of art pipelines and workflows.
- Understanding of modeling topology with rigging in mind.
- Good understanding of the rigging and animation process.
- Able to effectively collaborate with designers and programmers.
- Strong problem-solving ability.

Software

Zbrush
Blender
Autodesk Maya
3ds Max
Substance Painter
Adobe Photoshop
Unreal Engine
Unity 3D

Languages

Spanish
English