



Nuria SERRANO

3D ARTIST | GAME DEVELOPER

CONTACT

- Madrid, Spain
- +34 688-919-229
- nuriасerrano04@gmail.com
- linkedin.com/in/nuria-serrano-martin-3d

EDUCATION

Bachelor's Degree in Video Game Design and Development

Rey Juan Carlos University, Madrid, Spain

2022 – Expected 2026

- **Key courses:** 3D Digital Design, Data Structures, Advanced Programming.
- Developed several team-based projects and prototypes using Unity.

International Exchange Program

Haaga-Helia University of Applied Sciences, Helsinki, Finland

Aug – Dec 2025

Focused on international collaboration, creative design processes, and project-based learning.

TECHNICAL SKILLS

- **3D & Game Art:** Blender, 3Ds Max, Unity, Substance Painter
- **Programming:** C#, C++, Python, Java
- **Rendering & Graphics:** OpenGL, CUDA
- **Version Control:** Git, GitHub, Jira
- **Additional:** HTML, CSS, JavaScript

LANGUAGES

- Spanish - Native
- English - C1
- German - A1

INTERESTS

Enthusiastic about 3D **asset** creation, **environment** design, and **animation**, exploring **AI tools** to enhance creativity and **efficiency** in development.

ABOUT ME

Passionate 3D Artist and Game Developer with hands-on experience in **character**, **asset**, and **environment** creation. Skilled in Blender, 3Ds Max, Unity, and Substance Painter, with a strong foundation in **modeling and animation**. Proven ability to deliver **complete 3D pipelines** as a sole artist on team projects. Exploring **AI-driven tools** to enhance design workflows and **efficiency**. Seeking practical experience as part of a **university internship** program.

PROJECTS

UNCHAINED | Lead 3D Artist & Animator

Sole 3D artist responsible for modeling and animating all environments, characters, and assets using Blender and Unity, delivering the complete 3D pipeline.

ONCE BUTTON A TIME | Lead 3D Artist

Created all 3D assets , modeling characters and props in Blender and Unity, defining the visual style and completing the 3D pipeline

ANT & STRESS | 3D Artist & Animator

Modeled and animated all ants, collaborating on environments, producing assets in Blender and Unity

RELEVANT EXPERIENCE

Food & Beverage Cast Member

The Walt Disney Company, Orlando, USA | Jun - Aug 2025

- Worked in a fast-paced, multicultural environment, collaborating with team members across multiple roles
- Developed strong communication and problem-solving skills in English while coordinating tasks efficiently
- Adapted quickly to changing workflows and high-volume operations, ensuring smooth service and guest satisfaction

AWARDS & ACHIEVEMENTS

- **Winner** – Game Scholars Game Jam | Champion team for Once Button a Time, **Barcelona & Madrid** presentations.
- **Finalist** – Devuego National Award | Recognized among top entries in national Game Jam competition.
- **3rd Place** – Virtual Core Game Jam | Awarded for Unchained Jam version, showcasing 3D art and animation excellence.
- **Participant** – Four editions of National Volleyball Championship | Demonstrated teamwork, resilience, and competitive spirit.



PORTFOLIO

Scan the QR code to explore my portfolio, projects, artwork, games, and professional links.

website.beacons.ai/nurxen