

CURRICULUM VITAE

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WORK EXPERIENCE

2017-current

Freelance 3D/2D Artist/QA Tester

München, Germany

- QA Testing of "Super Meat Boy", "Owl Boy" The Blob 2", "Jellycopter" on several platforms.
- Creation of promotional content for the launching of Kickstarter campaign of "Living Hell card game", including game design, illustrations, videos, banners, etc.
- Character 3D Art for different projects.

2014-2017

Genera Games: 3D/2D Artist

Sevilla, Spain

- Working on mobile video games for Hasbro, Warner Bros, Disney and Lucas Arts on these projects: "Barbie Sparkle Blast", "My friend Scooby Doo", "Star Wars Puzzle Droids".

2011-2014

Ninja Fever: 3D/2D Artist

Vila Real, Spain

- Working on iOS games "Arson & Plunder" and "KeedoZ".
- Character and Environment design and creation for "It came from beta-minotauri" PSVita video game.

2009-2010

Nerlaska: Environment Artist/UI Artist

Moncofar, Spain

- Environment artist for MMORPG called "Captain of Sea War".
- UI Artist for "Captain of Sea War".
- UI Artist for several Facebook projects.

2009

Keytoon: Environment Artist

Valencia, Spain

- Making Environment Art for TV program "Babaclub", aired on canal 9 (Spain).

2007-2009

Virtual Toys: Character Artist & Technical Artist

Valencia, Spain

- Modeling the characters of "Street Tennis" WiiWare video game.
- Particle effects in "Street Tennis" Video game.
- 3D assistant on Wii video game "Imagine Fashion Idol".

2007

Freelance 3D Artist

Valencia, Spain

- Working as a 3D artist on several projects for Nerlaska company.

2005-2006

Acero Studio: Architectural modeler

Valencia, Spain

- Working on several projects.

2004-2005

Pyro Studios: 3D Artist

Madrid, Spain

- Creating textures and 3D art for "Commandos Strike Force" for several platforms: PC, PlayStation 2 & Xbox.
- 3D Artist in "Sports Manager" PC video game.

2004

Cúspide Inmobiliaria: Web Designer

Valencia, Spain

- Making the Web design of the company.

COMPETENCES

3D Studio Max, Maya, Zbrush, 3D Coat, Photoshop, Substance Painter, Quixel, Marvelous designer, Marmoset Toolbag, Vray and Mental Ray, Unity 3D Editor, After Effects.

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EDUCATION

2000-2002 College of Art and Design, Valencia, Spain: *Associate Degree in Arts.*
1997-2000 High School Luis Vives, Valencia Spain: *GCE A-Level Degree.*

ADDITIONAL SKILLS

2009 Gnomon School of Arts, Los Angeles, USA: *Classes in Anatomy and Program Lectures in Zbrush and Maya.*
2004 Zima S.L., Valencia, Spain: *Professional course in Photoshop.*
2004 Idese Formación, Valencia, Spain: *Professional course in Webdesign.*
2003 INTLA Formacion S.L., Xirivella, Spain: *Graphic Design Master. 3D Studio Max, Photoshop, QuarkXpress.*

LANGUAGE SKILLS

Spanish (native language), English (fluent), German (beginner).

PERSONAL INTERESTS

Photography, 3D printing, traditional arts like painting or sculpting, traveling, music, sports.