

Juan Servera Safón  
Senior 3D Artist



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## STUDIES

1984-1992 Basic education. Santísima Trinidad private school, Valencia.  
1992-1995 GCSE. Santísima Trinidad private school, Valencia.  
1995-1997 GCE A-level studies. Luis Vives high school, Valencia.

## COLLEGE DEGREE

2000-2002 Associate Degree in Arts. College of art and design, Valencia.

## WORK EXPERIENCE

- **3d/2d artist.** Working on Mobile videogames for several clients, as Hasbro, Warner Bros, Disney and Lucas Arts on these titles: "*Barbie Sparkle Blast*", "*My Friend Scooby Doo*", "*Star Wars Puzzle Droids*".  
(Genera Games 2014-2017)
- **3d/2d artist.** Working on iOS games ("*Arson & Plunder*", "*Keedoz*") and dealing with visual aspects (character and environment design and creation) of a demo of "*It came from beta-minotauri*" PSVita game.  
(Ninja Fever 2011-2014)
- **3d/2d artist.** Developing several facebook games and a MMORPG called "*Captain of sea war*".  
( Nerlaska Studio 2009-2010)
- **Environment artist**, on TV program "*Babaclub*", aired on canal 9 (Spain).  
(Keytoon studios 2009)
- **Character artist & particle FX**, on Wiiware game "*Street Tennis*" and 3d assistant on Wii game "*Imagine fashion idol*". (Virtual Toys 2007-2009)
- **3d artist** freelance (Nerlaska, Uplay 2007).
- **Infographist.** (Acero Estudio 2005-2006)
- **3d Artist** "*Commandos Strike Force*" and "*Sports Manager*". PC, Playstation 2 & XBox. (Pyro Studios 2004-2005)

- **Graphic designer / Web designer.** (Cúspide 2004)
- **Graphic designer.**( Lloréns 2004)
- **Concept artist** on the project *Battle Anyel* (Kodai Games 2002)

## SOFTWARE

- Strong skills in *3D Studio Max, ZBrush, Maya, Photoshop, 3d Coat, Quixel, Substance Painter, Vray* and mental ray, Unity 3d editor.

## TASKS

- I have long experience on low and high poly modeling, rigging, lighting, concept art, UI Art.

## COURSES

- I've been taking several classes (anatomy, zbrush, maya) at Gnomon School of arts (Los Angeles, California) from September to December.2009
- Graphic design master: *3D Studio Max, Photoshop, Freehand, QuarkXpress* (629 hours). INTLA Formación S.L. (2003), Xirivella.
- Web design. *Dreamweaver & Flash* (30 hours). Idese Formación S.L. (2004), Valencia.
- *Photoshop* (29 hours). Zima S.L. (2004), Valencia.

## OTHER

- Spanish and english languages.
- Willing to relocate.
- Ability to prototype and solve.
- Skills in traditional arts and photography