

JUAN SERVERA SAFON

3D ARTIST

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My name is Juan Servera Safon I am passionate about creating all kind of 3D art for video games, mobile, VR, architecture, films and commercials. I enjoy sharing my experience contributing to make a project successful and outstanding. As a Lead Artist, I was organizing and coordinating the 3D teamwork, delivering high-quality products, meeting the deadlines with a problem-anticipative approach. As Senior Artist I was not only focusing on my daily tasks. I was also training and mentoring junior artists, sharing my knowledge, expertise, experience and contributing therefore as a valuable member to the greater team.

COMPETENCES

3D Studio Max	Maya	Zbrush	3D Coat	Photoshop
Unity 3D	Unreal engine	Substance Painter	Marmoset Toolbag	Vray and Mental Ray
After Effects	Mari			

WORK EXPERIENCE

3D PROFESSOR | VALENCIA, SPAIN

2024-PRESENT

ESAT

- Conducted 3D modeling and design classes for multiple student groups throughout the academic year.

UNREAL ARTIST | REMOTE, SPAIN

2023

AMAZING UP

- Building in VR realistic rooms of a historic mansion for a museum of the North of Spain.

SENIOR 3D ARTIST | REMOTE, SPAIN

2021-2022

SCOPELY

- Working as a Senior 3D Artist on 'Tuscany Villa' and 'Monopoly Go!' videogames.

ACHIEVEMENTS

Demonstrating strong adaptability and problem-solving skills by seamlessly adjusting to the distinct art styles of two long-term projects with completely different art directions.

LEAD 3D ARTIST | STUTT GART, GERMANY

2019-2021

PIXOMONDO

- Leading the 3D VR department in diverse projects:

Several projects for Siemens, successfully managing VR presentations of their new train fleet, showing them in realistic and believable environments, using devices like HP Reverb and Oculus Rift. Developing the visuals of 'Mission to Mars', VR experience in partnership with Spree, and the narrative from Galileo

- Texture Artist in the film 'Fengshen Trilogy'.

ACHIEVEMENTS

Managing a team of people for first time in my career, with positive reviews from my team and my manager.

Adapting positively to a sector in which I had not previously worked.

PRODUCT MANAGER/ VR ARTIST/ ILLUSTRATOR/ QA TESTER | MÜNCHEN, GERMANY

2017-2019

- Product Manager and designer of 'Living Hell', a card game; led the team, managed development, and successfully brought it to market.
- VR Artist. Concept and 3D Environment artist for VR project. Oblumi company.
- Technical Artist. In the development of 'Divinity: Original Sin 2' for Nintendo Switch. BlitWorks.
- QA Tester of 'Super Meat Boy', 'Owl Boy', 'The Blob 2', 'Jellycopter' on several platforms.

ACHIEVEMENTS

Managing to develop my own product, coordinating all the development areas as video edition, game design, team building, art guides, etc.

SENIOR 3D/2D ARTIST | SEVILLA, SPAIN

2014-2017

GENJOY

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

ACHIEVEMENTS

Achieving great solvency in a new software (Unity 3D) and helping to make fluent the communication between art and programming departments.

SENIOR 3D/2D ARTIST | VILA REAL, SPAIN

2011-2014

NINJA FEVER

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

ACHIEVEMENTS

Being a basic support for the programmers in order to develop artist-friendly tools, giving helpful feedback, testing and finding the weak points, the needs and the ways to reach their goals.

ENVIRONMENT ARTIST/UI ARTIST | MONCOFAR, SPAIN

2009-2010

NERLASKA

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

ACHIEVEMENTS

Developing successfully a new role as UI artist, making the full pack, from icons to loading screens, logo, splash, inventory, etc

ENVIRONMENT ARTIST | VALENCIA, SPAIN

2009

KEYTOON

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

CHARACTER ARTIST & TECHNICAL ARTIST | VALENCIA, SPAIN

2007-2009

VIRTUAL TOYS

- 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'.

ACHIEVEMENTS

Guiding the juniors in order to achieve the best result using the optimal time-consuming methodology.

FREELANCE 3D ARTIST | VALENCIA, SPAIN

2007

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

ARCHITECTURAL MODELER | VALENCIA, SPAIN

2005-2006

ACERO STUDIO

- Working on several architectural projects as e.g., Salones Roquenublo.

ACHIEVEMENTS

Taking the autocad plans of the architects to a very faithful 3d representation of what was later the built building.

JUNIOR 3D ARTIST | MADRID, SPAIN

2004-2005

PYRO STUDIOS

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

EDUCATION

Associate Degree in Arts | College of Art and Design, Valencia, Spain.

2000-2002

GCE A-Level Degree | High School Luis Vives, Valencia Spain.

1997-2000

ADDITIONAL SKILLS

Classes in Anatomy and Program Lectures in Zbrush and Maya | Gnomon School of Arts, Los Angeles, USA.

2009

Professional course in Photoshop | Zima S.L., Valencia, Spain.

2004

Professional course in Webdesign | Idese Formación, Valencia, Spain.

2004

Graphic Design Master. 3D Studio Max, Photoshop, QuarkXpress | INTLA Formacion S.L., Xirivella, Spain.

2003

LANGUAGE SKILLS

Spanish | Native language

English | C2 Professional proficiency

German | B1