

# Guillem Alava

3D ARTIST · TECHNICAL ARTIST · VIDEOGAMES & MULTIMEDIA

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Stylised **3D artist** specialising in the complete artistic production pipeline: from digital sculpture and modelling to texturing, rigging and real-time engine integration. With **experience** publishing titles on Steam and the Meta Store, mastery of Unreal Engine 5 and Unity, and a solid foundation in video game design. Accustomed to **working in multidisciplinary teams** with agile methodologies, contributing **artistic criteria, technical rigour, and the ability to solve production problems**. Available for **immediate incorporation**.

## EXPERIENCE

### 3D Artist & Content Creator - Freelance - Various Clients · Catalonia | 2023 – now

- Production of assets and characters for video games and multimedia projects: complete pipeline from concept to engine integration, adapted to each client's needs and visual style.
- Proven experience with professionally published titles on Steam and Meta Store, guaranteeing the ability to take a project from the creative phase to commercial distribution.
- Active and continuous participation in the local video game ecosystem: Devicat, IndieDevDay and PG Connects Barcelona. Direct connection with studios, references and opportunities in the sector.

### MeCat VR - Principal 3D & Technical Artist. Steam & Meta Store · Unreal Engine | 2024 – 2025

- Lead 3D artist: modelling and texturing of the main character and more than 35 environment props with a stylised style (lo-fi, cottagecore and witchcraft), from the initial blockout to the final published result.
- Diagnosis and resolution of 90% of artistic and technical problems throughout development: management of LODs, optimisation of draw calls and resolution of incidents in asset integration within UE5.
- Responsible for the technical art pipeline: material configuration, shaders and lighting adapted to the VR platform specifications (Meta Quest).

### Freelance 3D Artist. InVideogames · Fundació Mercè Fontanilles · Maizz Visual | 2023 – 2025

- Development of over 20 stylised characters with a complete artistic pipeline: concept art definition, digital sculpting in ZBrush, base modelling, retopology optimised for real-time, UV deployment, texturing with Substance Painter (PBR flow and manual painting) and functional rigging for animation.
- Asset integration in Unreal Engine 5 and Unity: material configuration, LOD management, lighting adjustment and performance optimisation for real-time platforms.
- Stable collaboration in multidisciplinary teams (game designers, programmers, 2D and 3D artists) with agile methodology: sprint planning, Jira and Trello, and iterative deliveries aligned with production phases.
- Technical mentoring of over 100 student projects in real production environments: pipeline supervision, problem solving and support in artistic and technical decision-making.

## HIGHLIGHTED PROJECTS

### VTubers Models - Blender, ZBrush, Substance Painter, Unity (Warudo) | 2024 - 2026

Stylized and animated models in real time for Twitch, with PBR+ hand-painted textures and facial blendshapes.

### Kaijus as Environments - Awarded TFG - Unity · Best Final Degree Project 2023 at CITM-UPC | 2023

Awarded Honours and Best Final Degree Project 2023. 3D Artist and Lead Developer.

Boss combat with phases in the style of Shadow of the Colossus. Tested with 50+ players; 80% success rate.

## EDUCATION

Bachelor's Degree in Videogame Design & Development. CITM-UPC - Barcelona | 2019 – 2023

## CORE SKILLS

**Modelling, retopology & sculpting:** Blender, ZBrush, 3ds Max, Maya

**Texturing:** Substance Painter, Adobe Photoshop, flux PBR, pintura manual

**Rigging & animation:** Blender (Rigify, Blendshapes), Maya (Advanced Skeleton 6, Morph Targets)

**Real Time Engines:** Unreal Engine 5, Unity (URP/HDRP), LODs, il·luminació, optimització

**Programming & Shaders:** C++, C#, Shader Graph (UE5 i Unity)

**Agile Methodologies:** Scrum, Kanban, Jira / Trello

## LANGUAGES

Catalan: Native

Spanish: Native

English: C1