Guillem Álava Burgueño

3D Artist

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▲ kiwitrek 🔗 kiwitrek.github.io

👤 About Me

I'm a responsible and passionate 3D artist and game developer. I have supervised several game & animation projects, teaching people about 3D art creation pipelines while working on my skillset. I use my work to express myself as an artist and make people smile while enjoying my games.

💼 Professional Experience

3D Artist & Mentor,
Freelance (inVideogames, Maizz Visual)
Oct 2023 — present | Spain
- Creating 3D characters for video games & other multimedia projects.
- Teaching 3D fundamentals of asset creation with Blender & Substance Painter.
- Mentoring serious game projects from students.
- Engaging in group dynamics & helping people in vulnerable situations.

Game Development Mentor for Serious Games (Internship), *inVideogames* 🔗
Feb 2023 — Jul 2023 | Terrassa, Spain
- Taught 3D fundamentals with Blender & Substance Painter for the first 2 months.
- Mentored & launched 3 game projects made by students.

🎓 Education

Bachelor's degree in Video Game Design and Development, *CITM-UPC* 🔗
2019 — 2023 | Barcelona, Spain

Professional Degree (Music),
Escola Municipal Josep Maria de Ruera 🔗
2014 — 2020 | Barcelona, Spain

📁 Projects

Mayan People, *El Pueblo Maya y Felipe Carrillo Puerto, Memoria Luminosa II* 🔗
Mar 2024 — Apr 2024
- Modelling, texturing & rigging of 8 half-bodies (4 male & 4 female) for a video mapping project for an event in Mexico.
- 1 million people saw the project from the 12th of July to the 21st.

Kaijus as Environments, *Final Degree Project* 🔗
Jun 2022 — Oct 2023
- **Honors Award Project**
- Design & Production of a Colossal Monster functioning as a Boss Level
- Playable demo of a boss battle in the style of Shadow of the Colossus

Ommetophobia, *Game Jam Entry* 🔗
Feb 2023
- Survival Horror game created for the 6th ed Gran CITM Game Jam in Unity.
- Time Span: 6 days
- Role: **Main artist & Technical Artist** (Characters, shaders, programming, level layout)

Dune: Special Spice Ops, *Project III* 🔗
Feb 2022 — Jun 2022
- Triple A-like university production of an RTT game created in an internally developed engine.
- Role: **Lead artist** (Management of a team of 5)

🌐 Languages

Catalan: Native • **Spanish:** Native • **English:** C1

🎨 Hard Skills

3D Modelling: *3Ds Max, Maya, ZBrush & Blender*

Shading & Texturing: *Substance Painter & Blender, incl. PBR Workflow*

Rigging & Animation: *Maya & Blender, incl. Advanced Skeleton 6 & Rigify*

Sculpting: *ZBrush & Blender, incl. Stylized Organic*

2D Image Edition: *Adobe Photoshop & Illustrator*

Video Editing: *Adobe Premiere*

Programming: *C++, C#, Unity*

🤝 Soft Skills

Leadership • Teamwork •
Conflict Management • Problem Solving •
Creativity • Adaptability