



# Contact / Overview

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## **Work Experience :**

- **T-systems** – Barcelona (Nov 2012 – Jan 2014)  
Position: PLM and Virtual Reality Consultant.
- **Seat** – Martorell, Barcelona (Jul 2011 – Jun 2012)  
Position: Scholarship in 3D Real Time Visualization.
- **DAV Automatismos** – Granada (Jun 2009 – Nov 2011)  
Position: Graphic and web design, CAD, technical drawings. 3D virtualisation.
- **Splash, Módulos Multijuegos** – Marbella, Málaga (Oct 2005 – Apr 2006)  
Position: Design, CAD and technical drawings for modular playgrounds.

## **Education:**

- 2011 – 2012 Master in Creation of Video Games IdEC - UPF (Barcelona)
- Summer 2003 Video Game Design Workshop (Daniel Sánchez-Crespo)  
30 horas with practices at UDK.
- 2001 - 2011 Technical Engineering in Industrial Design - Superior Polytechnic School of University of Málaga. (with Honors)
- 1999 - 2001 High School: "Speciality of Arts" - IES Virgen de la Caridad (Granada)

## **Languages:**

- Spanish Mother tongue.
- English Good level in written and spoken.
- Catalan Elemental. Certificate B. Learning now level E. (3 years in Catalonia)

**Specialties:** High poly/Low Poly modeling, Esculpit, Texturing for current gen assets. Level Layout, Rigging and Animation.

**Software:** Blender, 3DsMax, Maya, Photoshop, Zbrush, Mudbox, Crazybump, Xnormal, After Effects.

**Engines:** UDK, Cryengine (Basic), Unity (Basic) and BGE.

**Languages:** HTML5 (Basic), C (Basic) and MEL/ Python (Script for Maya)

## **References:**

- Daniel Sánchez-Crespo (Novarama) [dani@novarama.com](mailto:dani@novarama.com)
- Francisco Jose Santistevé (T-systems) [franciscojose.santistevé@t-systems.es](mailto:franciscojose.santistevé@t-systems.es)
- Jose Manuel Valcarcel (Seat) [jm-lopez.valcarcel@seat.es](mailto:jm-lopez.valcarcel@seat.es)