

Alex Álvarez

Senior CGI Artist

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PROFILE

Senior CGI Artist with 7 years of experience in Blender and Unreal Engine. I own the full asset life cycle — modelling, UVs, texturing, rigging, animation and final in-engine optimisation — for games, virtual reality and interactive experiences. Used to fixed client deadlines without dropping the visual standard.

EXPERIENCE

7 years

Senior CGI Artist

Production of 3D characters, props and environments for virtual reality, games and interactive experiences, from briefing to the asset running in engine.

CLIENTS AND PROJECTS

FC Barcelona

Cupra

Securitas Direct

Visyon (Grupo Mediapro)

FutureBrand

Global Soccer Awards

Shirtum

Betanddeal

Funbox

Fuerza Aérea de Abu Dabi

SPECIALITIES

- Modelling of props, environments and characters (stylised and realistic)
- Hard surface and furniture
- UVs and PBR texturing up to 4K
- Rigging of bipeds and quadrupeds on the standard Unreal skeleton
- Cycle and action animation
- Optimisation for realtime and VR
- Lighting and scene composition

SOFTWARE AND ENGINES

Blender

Unreal Engine

Unity

Substance Painter

Cinema 4D

DELIVERY

FBX (Unreal · Unity) · GLB (web · WebGL) · source .blend file · textures up to 4K

SETUP

Remote full-time · freelance per project · on-site in Valencia. Available immediately.

Free art test: send me a concept from your project and I will send the finished model back.