Alvaro Sanchez Mata

3D Artist

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in alvaro-sanchez-mata

ABOUT ME

As a 3D artist, my focus lies in character and prop creation. My expertise encompasses both organic and hard surface modeling techniques. Highly adaptable and collaborative, I enjoy working both independently and as part of a team. I have a strong drive for personal growth and view challenges as valuable opportunities for learning and improvement.

EDUCATION

Certificate of Higher Education in 3D Animation, Games and Interactive Environments

Obicex, Barcelona, Spain
Graduated 2020

SKILLS

ZBrush	Adobe Photoshop
Maya	Adobe Premiere
3DsMax	Adobe After Effects
Blender	Marvelous Designer
Substance Painter	Mari

ENGINES

Unreal Engine
Unity

EXPERIENCE

3D Artist
3DforScience, Madrid, Spain
August 2021 – June 2023
I worked in the VR department, where I created engaging and interactive VR experiences.

Creating 3D models, optimizing them for perfomance. Developing shaders, lightning and animations into Unreal Engine.

3D Artist
HP SCDS, León, Spain
November 2019 – January 2020
I completed an internship where I developed a 3D environment using Unity for VR tours.

My responsibilities included modeling and texturing assets. Through this experience, I gained valuable skills in 3D modeling and VR development, as well as a depper understanding of Unity's capabilities.

SOFT SKILLS

Adaptability	Multitasking
Creativity	Work ethic
Problem solving	Responsiveness
Teamwork	Brainstorming
Attention to detail	Optimism

LANGUAGES

Spanish - Native
English - Upper-intermediate (B2)