

ADRIÁN BAUTISTA

ENVIRONMENT ARTIST

CONTACT

- +34 644430112
- adrianbautistagil@outlook.com
- C/ Escultor Ricard Boix, Valencia
- adrianbgil.com - *Working On* -
- macadrian.artstation.com
- linkedin.com/in/adrianbgil

SKILLS

- 3DS Max / Blender
- Z Brush
- Substance Suite
- Marmoset
- Unreal Engine / Unity

LANGUAGE

Spanish	Native
English	Intermediate
Valencian	Intermediate

PROFESSIONAL PROFILE

I am a 3D artist with experience in designing and modeling video game environments. My academic background in game development has provided me with skills to work in teams and create creative and productive environments. I keep up with the latest trends in technology and I always seeking challenges to improve and grow as an artist.

EXPERIENCE

Geotec - Virtual Twin

3D Modeler for GIS
(Oct 2023 - Current)

- We use ArcGIS to develop a 3D digital twin of the Universitat Jaume I campus. My role involves collecting and digitizing spatial data, integrating real-world textures, and modeling both the interior and exterior of campus buildings.

Jordan Pioneers - Sesame St.

3D Environment Artist
(Jul 2023 - Mar 2024)

- A Jordanian production company that produced Sesame Street for the Pan-Arab region. I was responsible for designing and modeling virtual environments in Unreal Engine 5, using a mix of my own assets and pre-made packs

UJI - Horizon: Resilience

3D Generalist Artist & Game Developer
(Aug 2021 - Nov 2022)

- I assisted modeling the level assets and programming parts of the game logic.

Internship - Mindtrips

Environment Artist
(Feb 2020 - April 2020)

- I developed activities and tasks related to the field of 3D modeling. I made props for the video game, and also developed some shaders.

ADRIÁN BAUTISTA

ENVIRONMENT ARTIST

CONTACT



+34 644430112



adrianbautistagil@outlook.com



C/ Escultor Ricard Boix, Valencia



adrianbgil.com - *Working On* -



macadrian.artstation.com



linkedin.com/in/adrianbgil

SKILLS

- 3DS Max / Blender
- Z Brush
- Substance Suite
- Marmoset
- Unreal Engine / Unity

LANGUAGE

Spanish Native

English Intermediate

Valencian Intermediate

EDUCATION

3D Modeling and Design for Video games

Master - FX Animation (2021 - 2023)

- Advanced texturing with Substance Painter and Designer
- Texture optimization and UE integration
- Minor : Shaders creation

Video game Design and Development

Bachelor - Jaume I University (2021 - 2016)

- 3D Modeling
- C# / C++ Programming
- Minor: Conceptual Design & Narrative