Pau Borràs Sol



SENIOR 3D ARTIST

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I'm a skillful 3d artist that has dedicated his life to the art studies. I sculpt full characters and assets made different materials and shapes. I manage the full creation process until the final result and the respective integration in the game engine. I know the procedures, the tools and the proper way of doing in order to get the best outcome.

I'm used to document my steps and pipelines. Besides I'm also capable of providing artistic and technical feedback to other outsourcing artists and managing any 3d mentoring needed for junior profiles.

SKILLS SOFTWARE

HIGH POLY TEXTURING LOW POLY RIGGING

RETOPOLOGY DOCUMENTING
UV MAPPING SUPERVISING
BAKING MENTORING

Z BRUSH SUBSTANCE PAINTER
3D STUDIO MAX UV LAYOUT
PHOTOSHOP HANDPLANE
3D COAT UNITY

KNALD MARMOSET TOOLBAG

PROFESSIONAL EXPERIENCE

SHIPPED PROJECTS

Ubisoft Barcelona Mobile – Senior 3D Artist Since November 2017

Ubisoft Barcelona Mobile – 3D Artist Since June 2016

CEV - Teacher

3d Advanced Modeling Techniques From April 2016 to June 2016

Gameloft Madrid - 3D Artist From December 2010 to May 2016 Ubisoft Mobile:

Might & Magic: Elemental Guardians Might & Magic Chess Royale

Gameloft:

Gods of Rome Asphalt Xtreme Danger Dash Asphalt 8 Airborne Tank Battles

Ice Age Village

EDUCATION

IDEC/ Pompeu Fabra University (Barcelona) 2009 – 2010

Master in Creation of Video Games

Under the direction of Dani Sánchez Crespo, learning the basics about videogame design and 3d art creation.

U.B. (Barcelona University) 2002 – 2006

Fine Arts Degree

Specialization in human figure and anatomy drawing.

LANGUAGES

HOBBIES AND INTERESTS

English Spanish

Catalan

PC/Console games (from Indies to AAA) Comics

Illustration and art styles (books and long hours in Artstation)

Fantasy, History, Sci fi and Heavy Metal