

FRAN ALONSO

Modeller | 3D Artist

- artstation.com/franalonso
- fran@franalonso.com
- [linkedin.com/in/franalonso](https://www.linkedin.com/in/franalonso)
- +44 7742069651
- franalonso.com
- London, UK
- [imdb.com/name/nm10851241/](https://www.imdb.com/name/nm10851241/)

SKILLS

- Character and creature modelling for video games and films.
- Hard-surface modelling of props, environments and vehicles.
- Solid understanding of human and creature anatomy.
- Clean and efficient topology creation.
- Texture painting, UVs and LookDev.
- Digital sculpting.
- Lighting and rendering.
- Traditional drawing and sculpting.

SOFTWARE

3dsmax | Maya | Zbrush
Marvelous designer | Gaia
Mari | Photoshop | Substance suite
Arnold | V-ray | Mental ray | Keyshot
Unity | Unreal Engine | Nuke

EDUCATION

Bachelor's degree in **Fine Arts**
Universidad Complutense de Madrid

Spanish - Native proficiency

English - Professional proficiency

FILMOGRAPHY

1899 - *Netflix, 2022*

Moon Knight - *Disney, 2022*

Eternals - *Disney, 2021*

Intergalactic - *Sky, 2021*

Cursed - *Netflix, 2020*

The Old Guard - *Netflix, 2020*

Artemis Fowls - *Disney, 2019*

Maleficent: Mistress of evil - *Disney, 2019*

Lionheart - *TBD*

VIDEO GAMES

Asphalt Xtreme (2016) iOS/PC

Disney Magic Kingdom (2016) Android

Asphalt Overdrive (2014) iOS/PC

EXPERIENCE

Modeller/Asset artist

Sep 2020 - Present

FRAMESTORE *framestore.com*

Modelling and texturing assets for Framestore IA, FPS and Virtual Production using off-line and real-time workflows in Unreal to deliver final pixels.

Modeller

Sept 2019 - Sept 2020

MILK VFX *milk-vfx.com*

Modelling and texturing characters, hard surface assets and environments for Films and TV series.

Asset builder

Jan 2019 - Sept 2019

THE THIRD FLOOR *thethirdfloorinc.com*

Modelling, texturing and rigging assets based on 2D artwork, scans or directly from the script for Pre-Viz and Post-Viz for Films and TV series.

Modeller

Sep 2018 - Dec 2018

MANY-WORLDS *many-worlds.es*

Modelling and texturing assets for an AR project.

Senior/Lead 3D Artist

Sep 2013 - May 2018

GAMELOFT *gameloft.com*

- Character high/low modelling, texturing and integration.
- Environment layout, modeling, texturing and lighting.
- Supervision from greybox to final optimization and delivery.
- High/low-res environment/props modeling and texturing, from hero assets to modular kits (rocks, vegetation, etc).
- Cars modeling, texturing and integration for Asphalt using commercial and proprietary software.
- Review and integration of the assets done by external teams.
- High-poly modeling for pre-rendered game assets.
- High quality renders for marketing purposes.
- Mentoring the newcomer and junior artists that joined the studio.

Modeler Supervisor

Jan 2012 - May 2012

PLASMA SL *plasma.es*

Characters and animals modeling for an animation project. I also supervised sets&props modeling.

Modeler

Jan 2012 - Apr 2012

ROLLICKIN' *rollickin.com*

Modeling and texturing of characters for an animated feature called LIONHEART (TBD).

3D Artist

Jun 2011 - Nov 2011

LA CASA ANIMADA *lacasaanimada.com*

Modeling and UVs for characters, sets and props (Unity).

Modeler

Feb 2011 - Jun 2011

PLASMA SL *plasma.es*

Characters, sets and props modeling

Modeler

Nov 2004 - Mar 2010

DIGITAL FURNITURE *digital-furniture.com*

Furniture and interiors modelling, texturing and rendering.

3D Generalist

Feb 2003 - Nov 2003

PLASMA SL *plasma.es*

Architectural visualization.