



FRAN ALONSO

3D Artist & Modeller

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 [franalonso.com](https://www.franalonso.com)

 [franalonso.cg](https://www.franalonso.cg)

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 | Houdini (basic)
Zbrush | Marvelous designer
Mari | Photoshop | Substance suite
Arnold | V-ray | Mental ray | Keyshot
Unity | Unreal Engine | Marmoset
Clarisse | Nuke

EDUCATION

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

LANGUAGES

 Native proficiency

 Professional proficiency

SHIPPED TITLES

Asphalt Xtreme (2016) iOS/PC
Disney Magic Kingdom (2016) Android
Asphalt Overdrive (2014) iOS/PC

EXPERIENCE

Freelance Instructor

Sep 2018 - Present

ANIMUM *animum3d.com*

Mentoring online students of the master Character Modelling for film and videogames.

Senior 3D Artist

Sep 2013 - May 2018

GAMELOFT *game loft.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*

Charactes and animals modeling and Uv work 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 and UVs for the short film Important Things.

Modeler

Nov 2004 - Mar 2010

DIGITAL FURNITURE *digital-furniture.com*

Modeling of 450 high-res furniture models and over 100 interior scenes for their subsequent online distribution.

3D Artist

Mar 2005 - June 2005

ASA COMMUNICATION

Architectural visualization (interior scenes).

3D Generalist

Feb 2003 - Nov 2003

PLASMA SL

Architectural visualization including modeling, texturing, lighting and rendering.